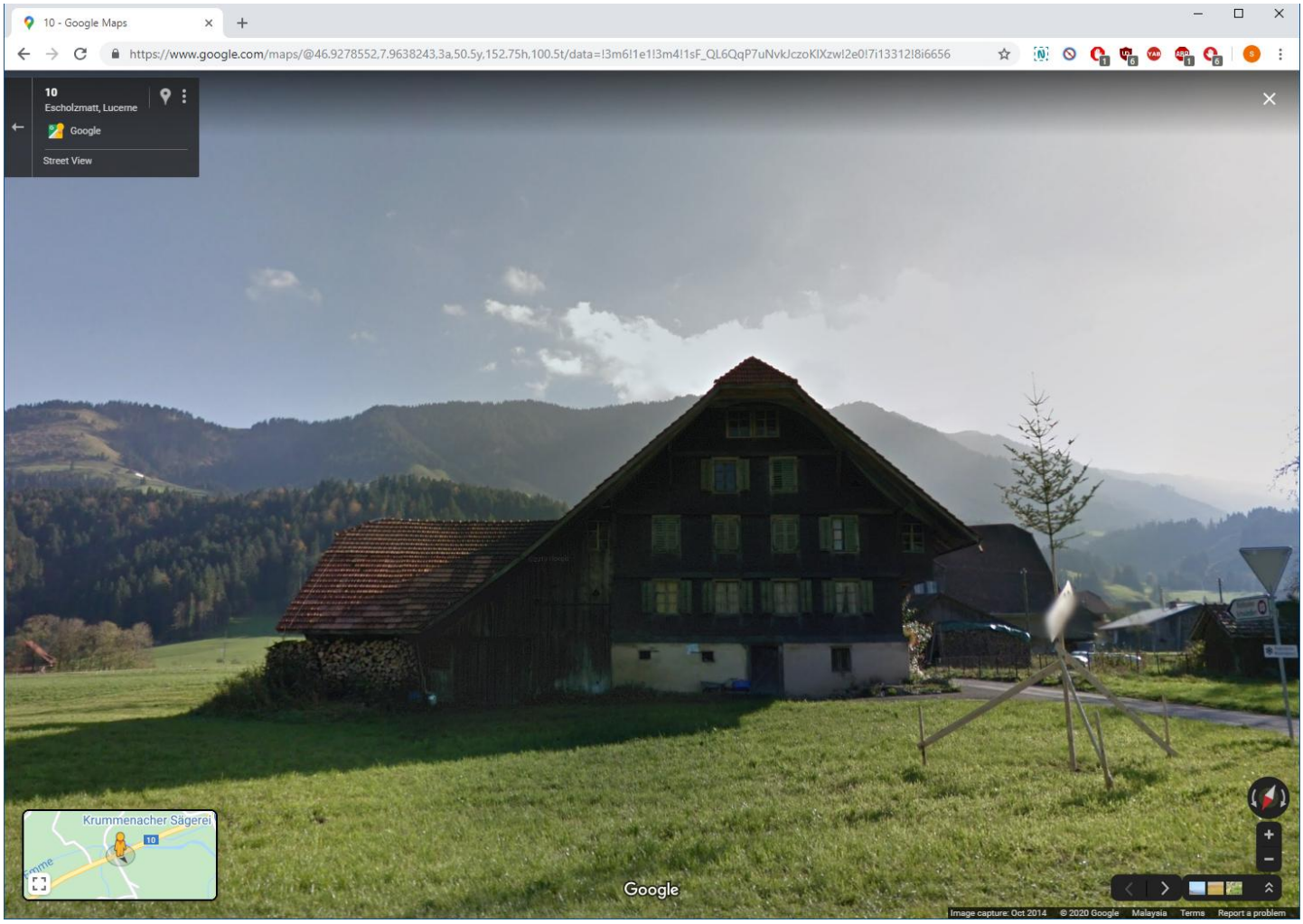
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Escholzmatt, Lucerne
Google
Street View
Krummenacher Sägerei
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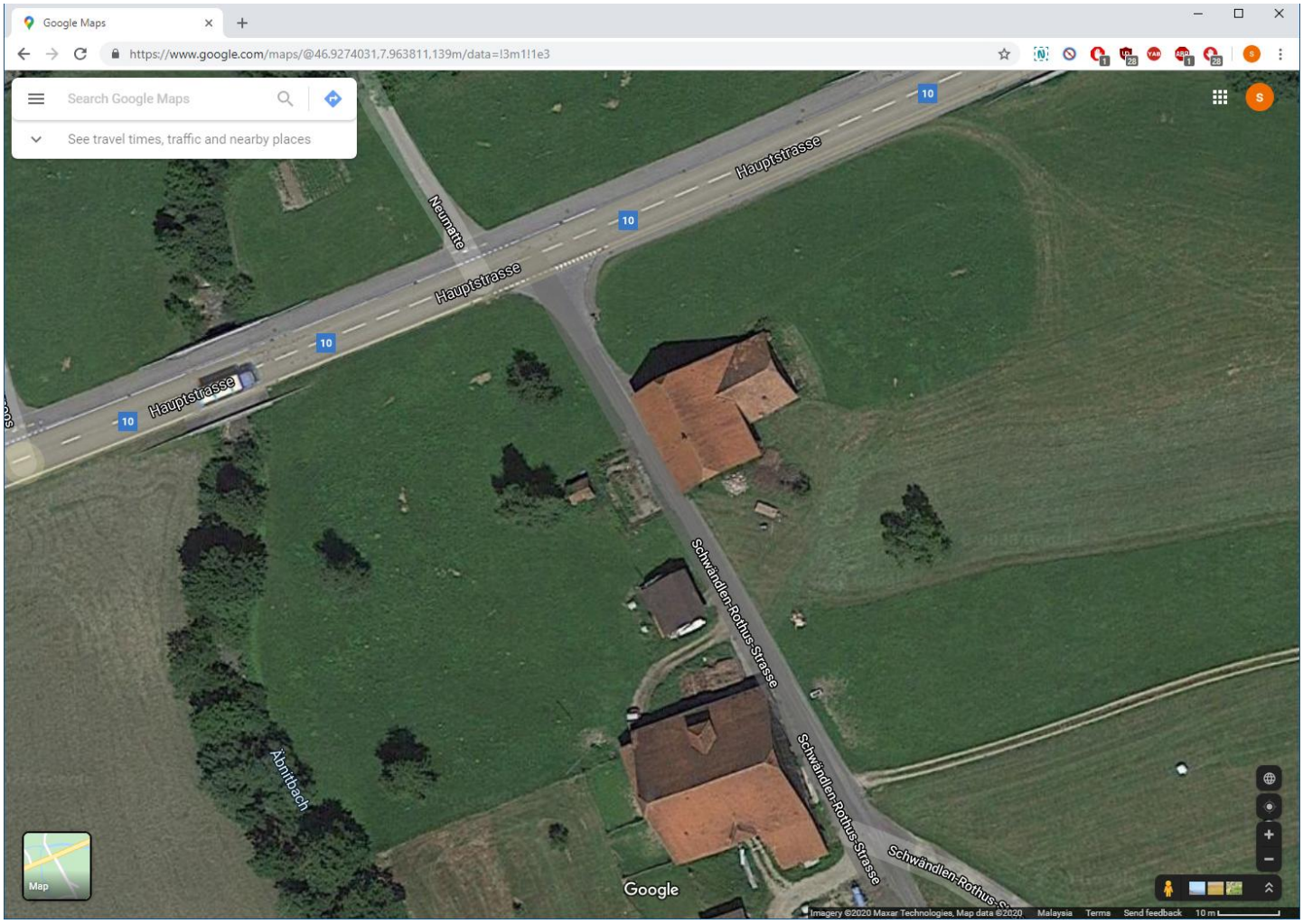
Image capture: Oct 2014 © 2020 Google Malaysia Terms Report a problem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Search Google Maps
See travel times, traffic and nearby places
Hauptstrasse
Neumatte
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Map
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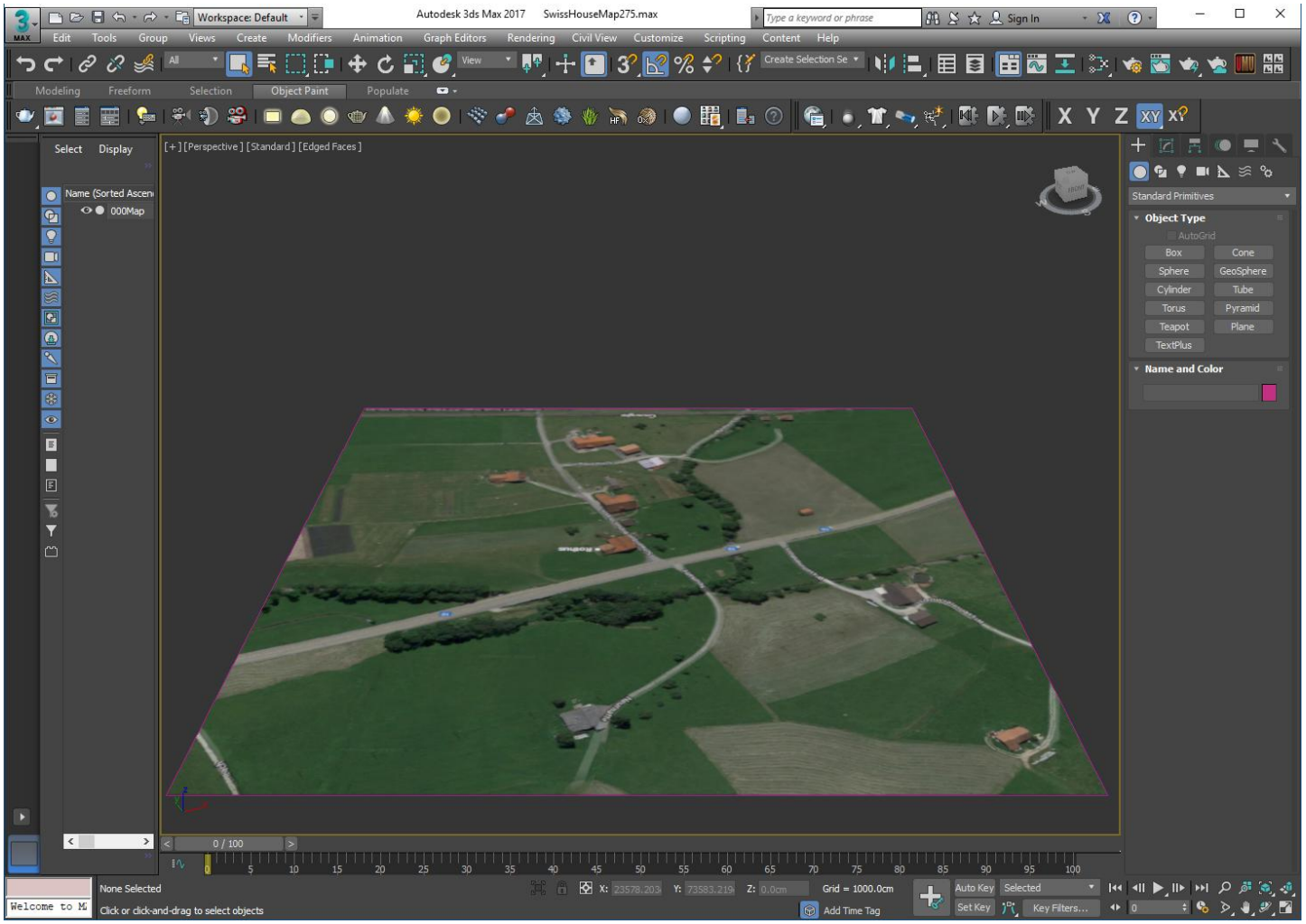
Imagery ©2020 Maxar Technologies, Map data ©2020 Malaysia Terms Send feedback 10 m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Modeling Freeform Selection Object Paint Populate
Select Display
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Standard Primitives
Object Type
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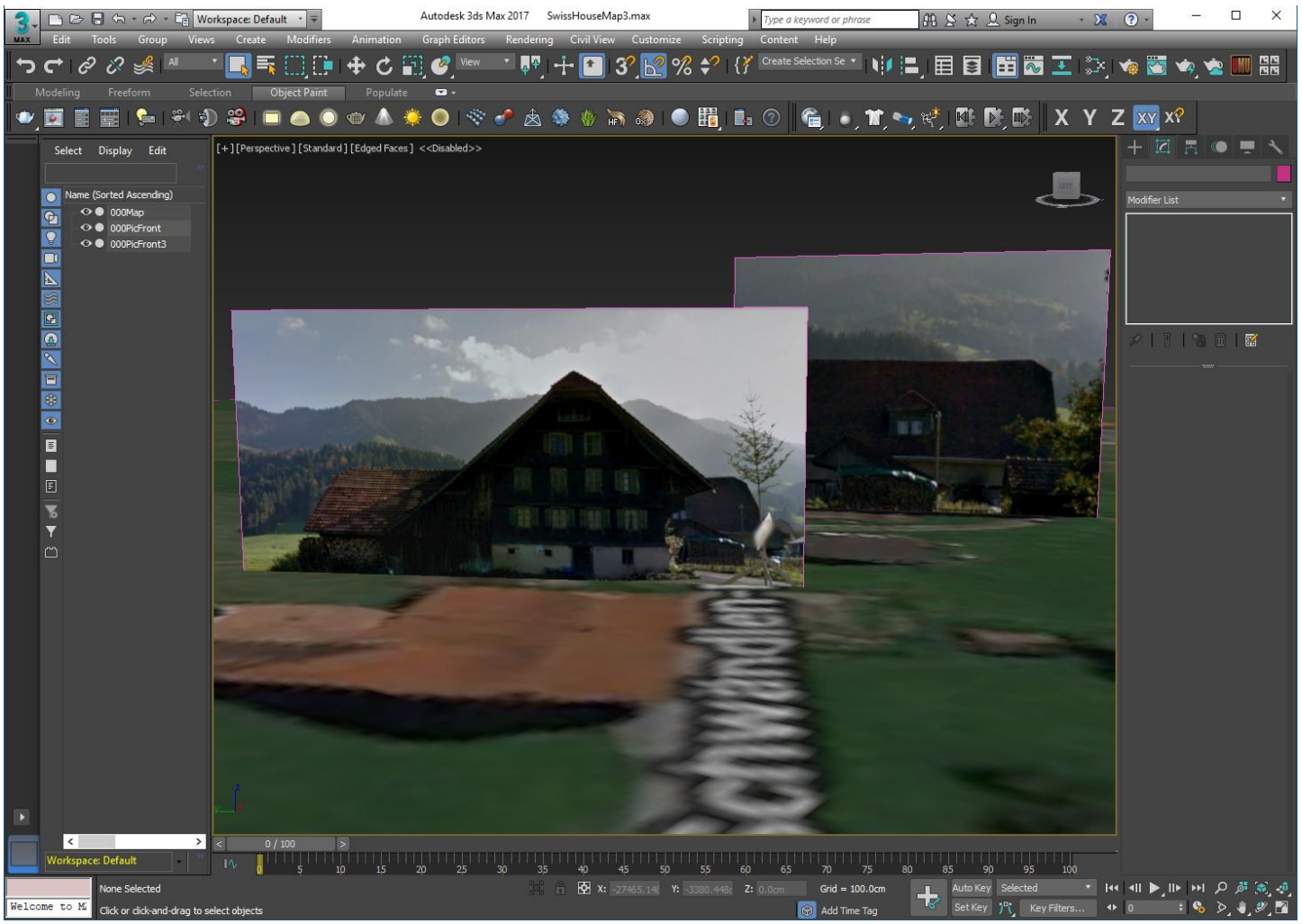
Add Time Tag
Auto Key Selected
Set Key Key Filters...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000PicFront
000PicFront3
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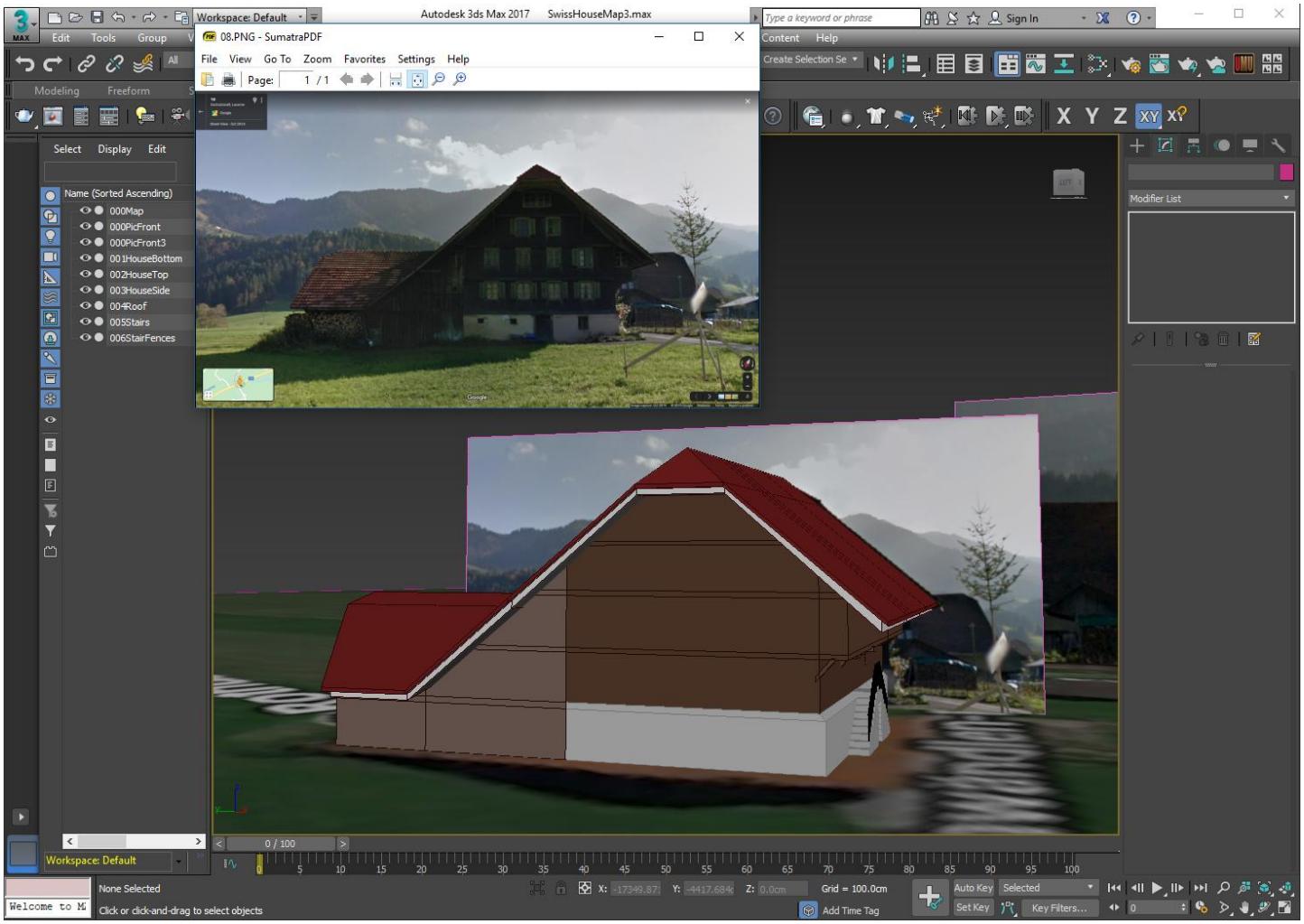
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08.PNG - SumatraPDF
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Page: 1 / 1
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Civil View Customize Scripting Content Help
Modeling Freeform
Select Display Edit
Name (Sorted Ascending)
000Map
000PicFront
000PicFront3
001HouseBottom
002HouseTop
003HouseSide
004Roof
005Stairs
006StairFences
Modifier List
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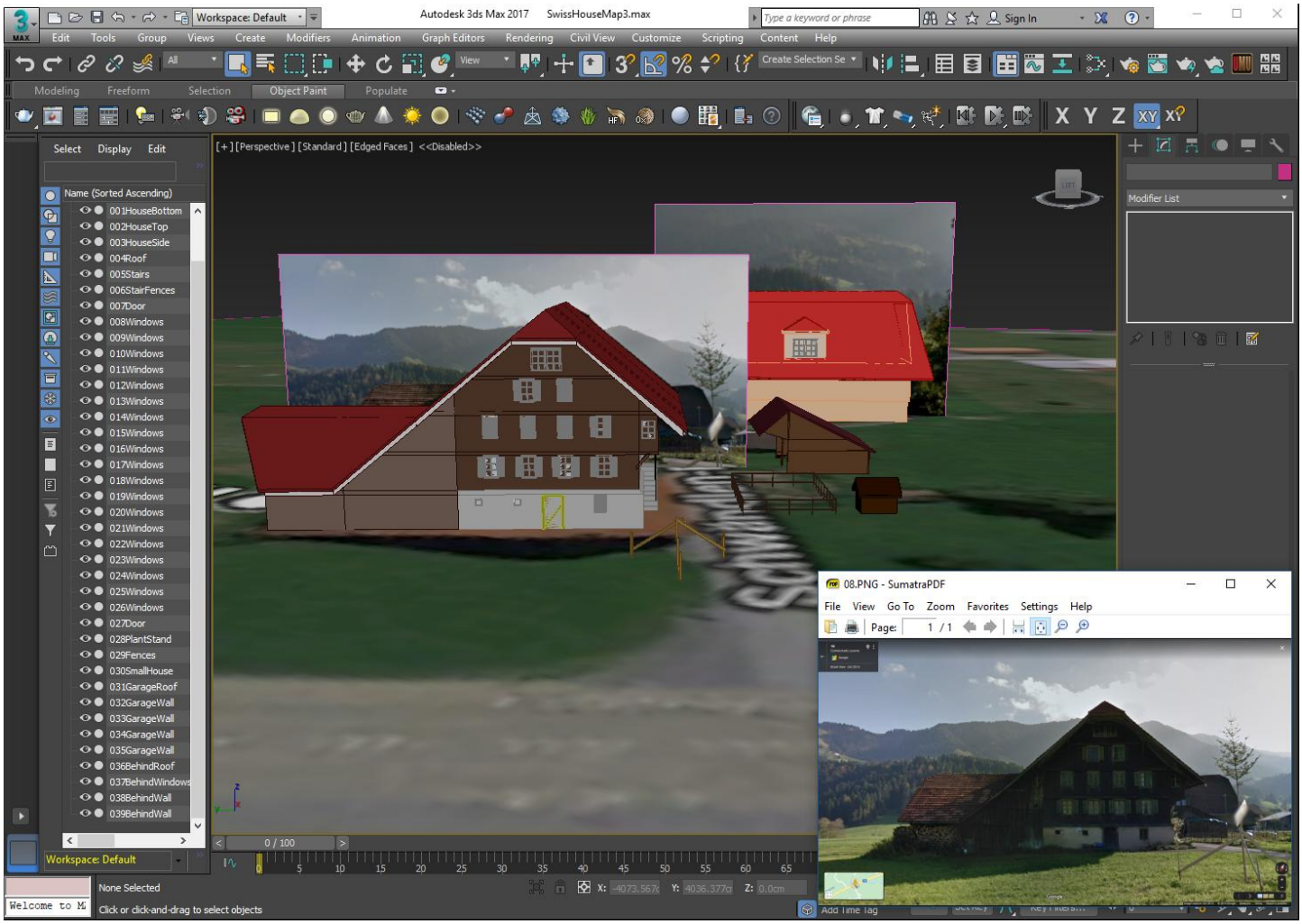
Click or click-and-drag to select objects
Grid = 100.0cm
Add Time Tag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Modeling Freeform Selection Object Paint Populate
Select Display Edit
[+][Perspective][Standard][Edged Faces] <<Disabled>>
Name (Sorted Ascending)
001HouseBottom
002HouseTop
003HouseSide
004Roof
005Stairs
006StairFences
007Door
008Windows
009Windows
010Windows
011Windows
012Windows
013Windows
014Windows
015Windows
016Windows
017Windows
018Windows
019Windows
020Windows
021Windows
022Windows
023Windows
024Windows
025Windows
026Windows
027Door
028PlantStand
029Fences
030SmallHouse
031GarageRoof
032GarageWall
033GarageWall
034GarageWall
035GarageWall
036BehindRoof
037BehindWindows
038BehindWall
039BehindWall
08.PNG - SumatraPDF
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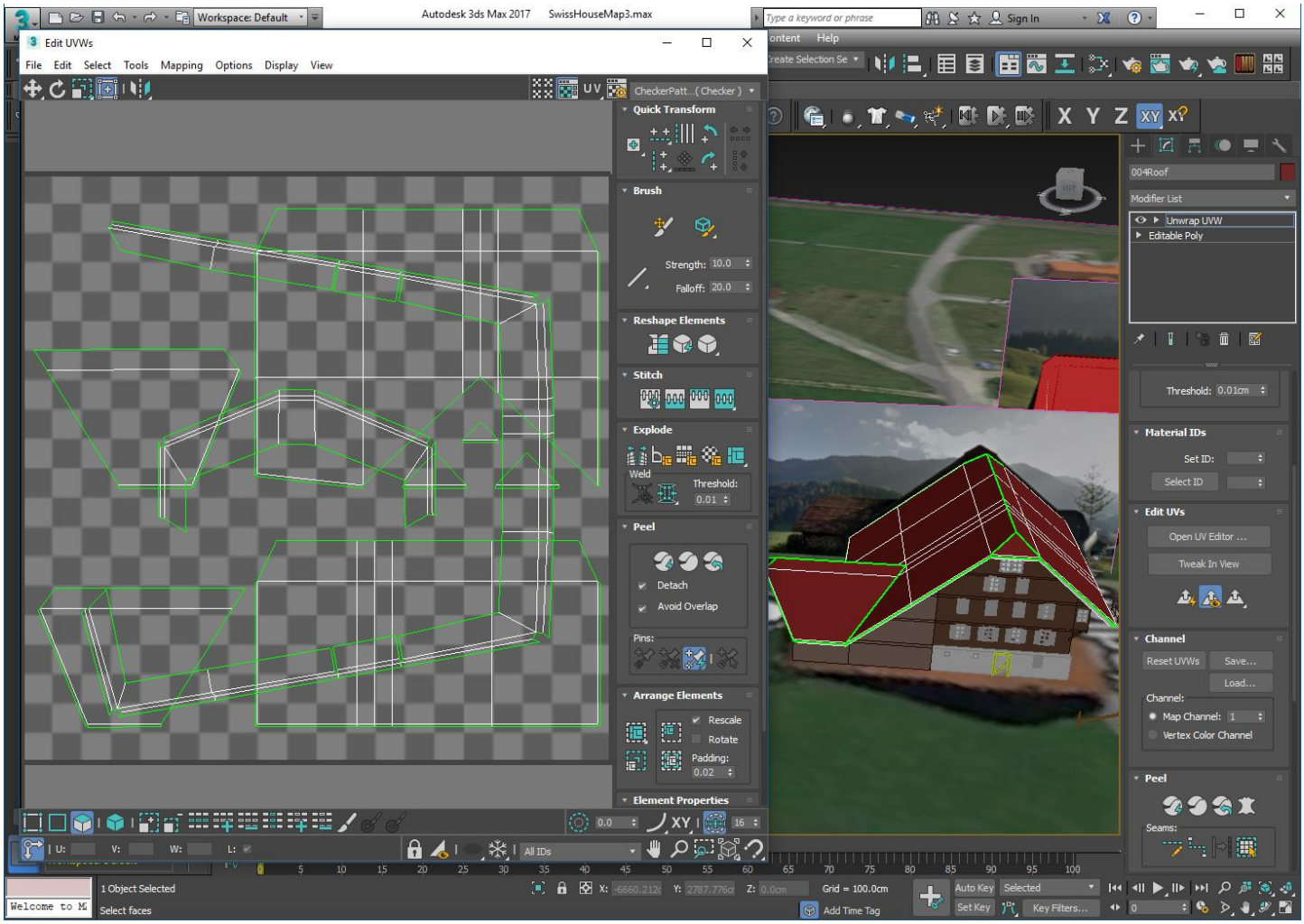
Click or click-and-drag to select objects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Reshape Elements
Stitch
Explode
Weld
Threshold: 0.01
Peel
Detach
Avoid Overlap
Pins:
Arrange Elements
Rescale
Rotate
Padding: 0.02
Element Properties
004Roof
Modifier List
Unwrap UVW
Editable Poly
Threshold: 0.01cm
Material IDs
Set ID:
Select ID
Edit UVs
Open UV Editor ...
Tweak In View
Channel
Reset UVWs
Save...
Load...
Map Channel: 1
Vertex Color Channel
Seams:
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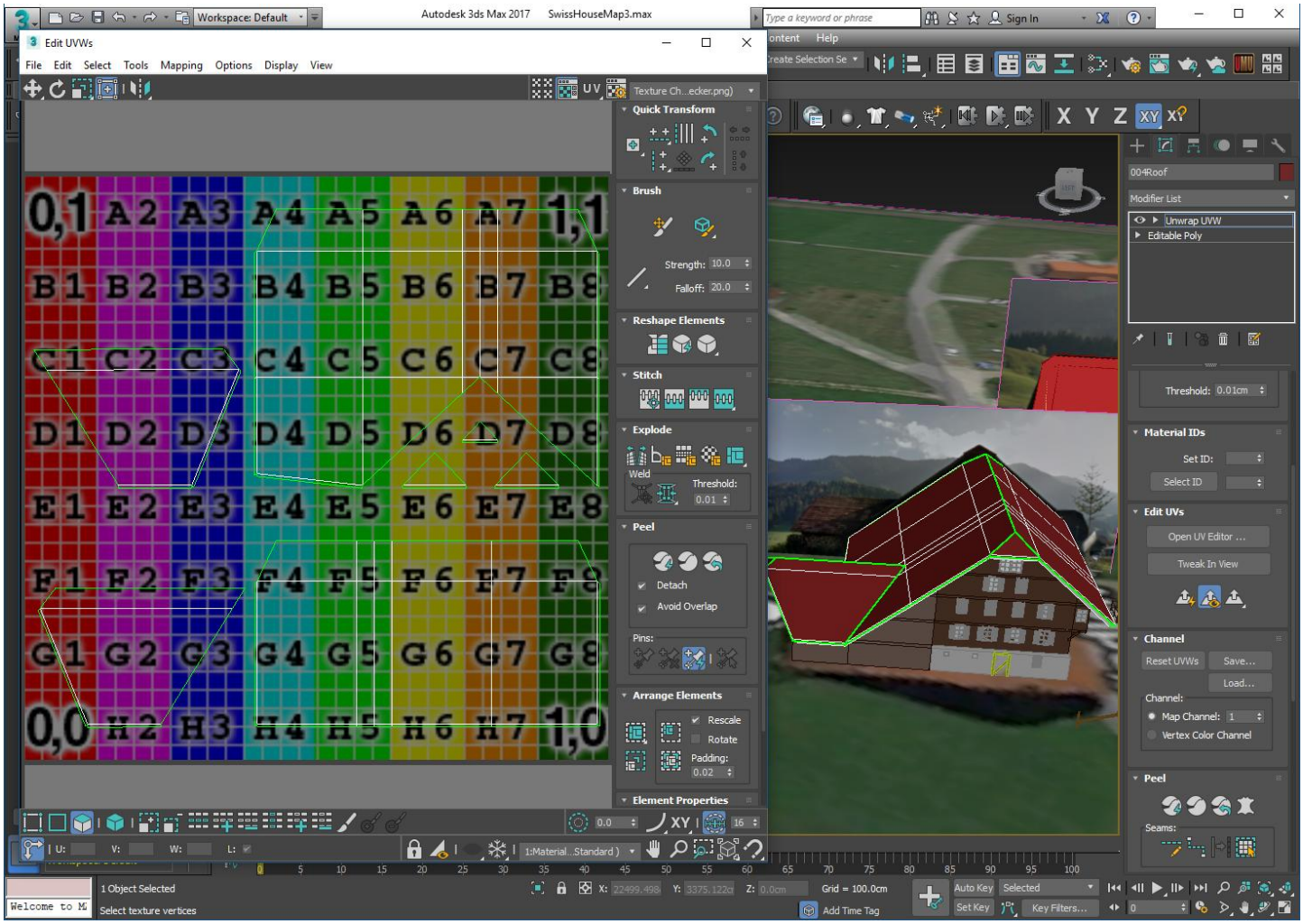
Select faces
Grid = 100.0cm
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...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C1 C2 C3 C4 C5 C6 C7 C8
D1 D2 D3 D4 D5 D6 D7 D8
E1 E2 E3 E4 E5 E6 E7 E8
F1 F2 F3 F4 F5 F6 F7 F8
G1 G2 G3 G4 G5 G6 G7 G8
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Quick Transform
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Modifier List
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Threshold: 0.01cm
Material IDs
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Grid = 100.0cm
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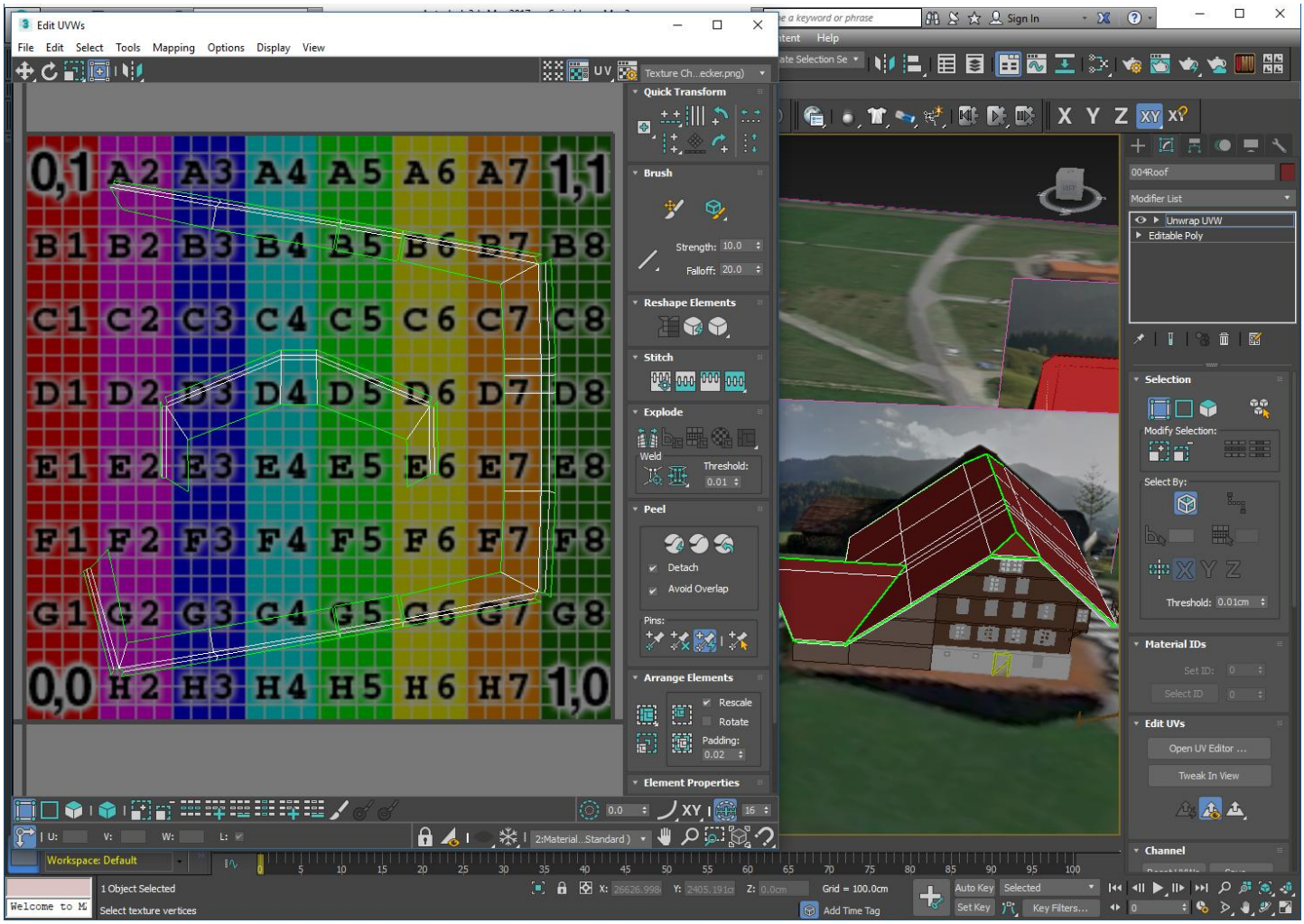
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B1 B2 B3 B4 B5 B6 B7 B8
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D1 D2 D3 D4 D5 D6 D7 D8
E1 E2 E3 E4 E5 E6 E7 E8
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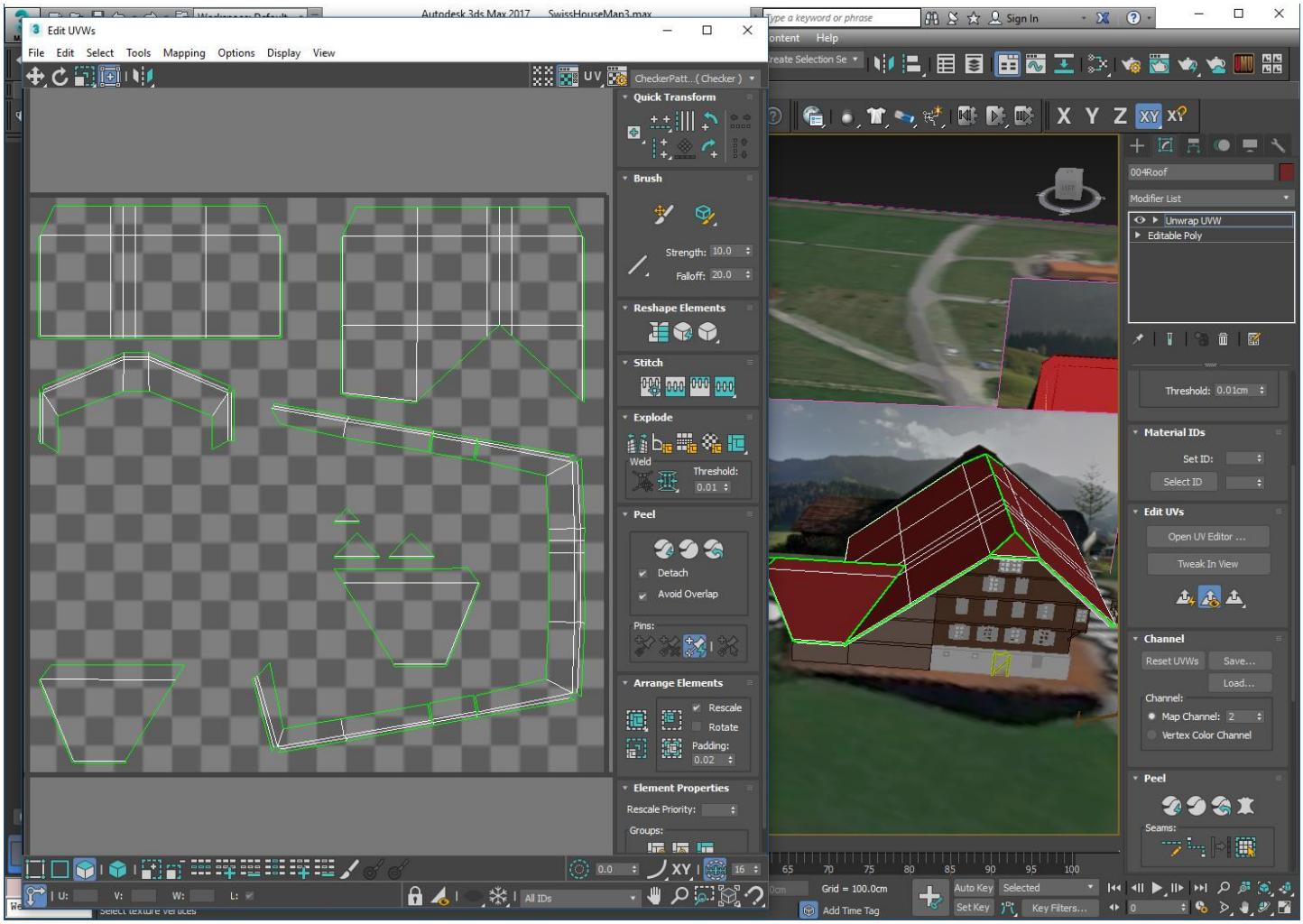
Add Time Tag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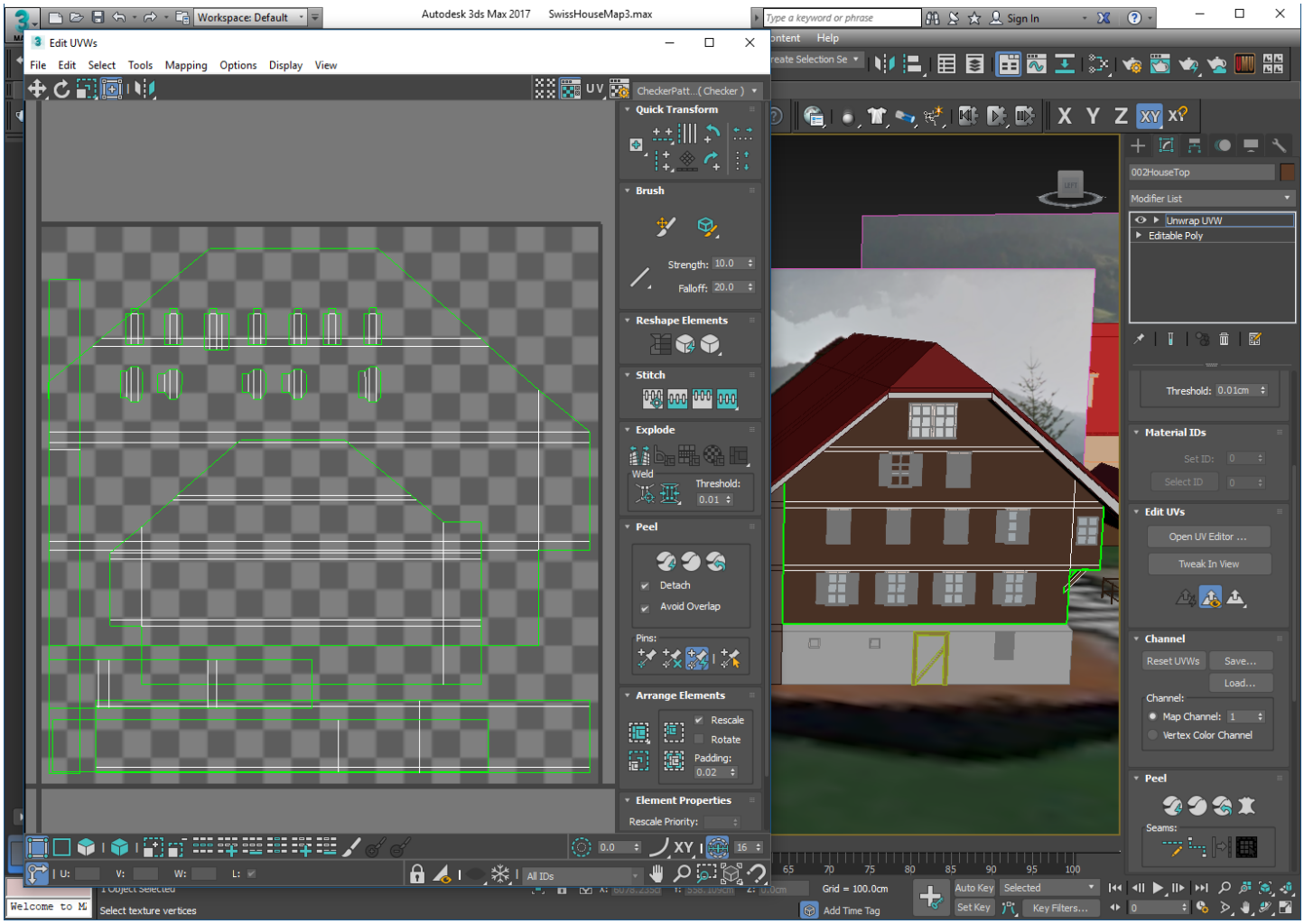
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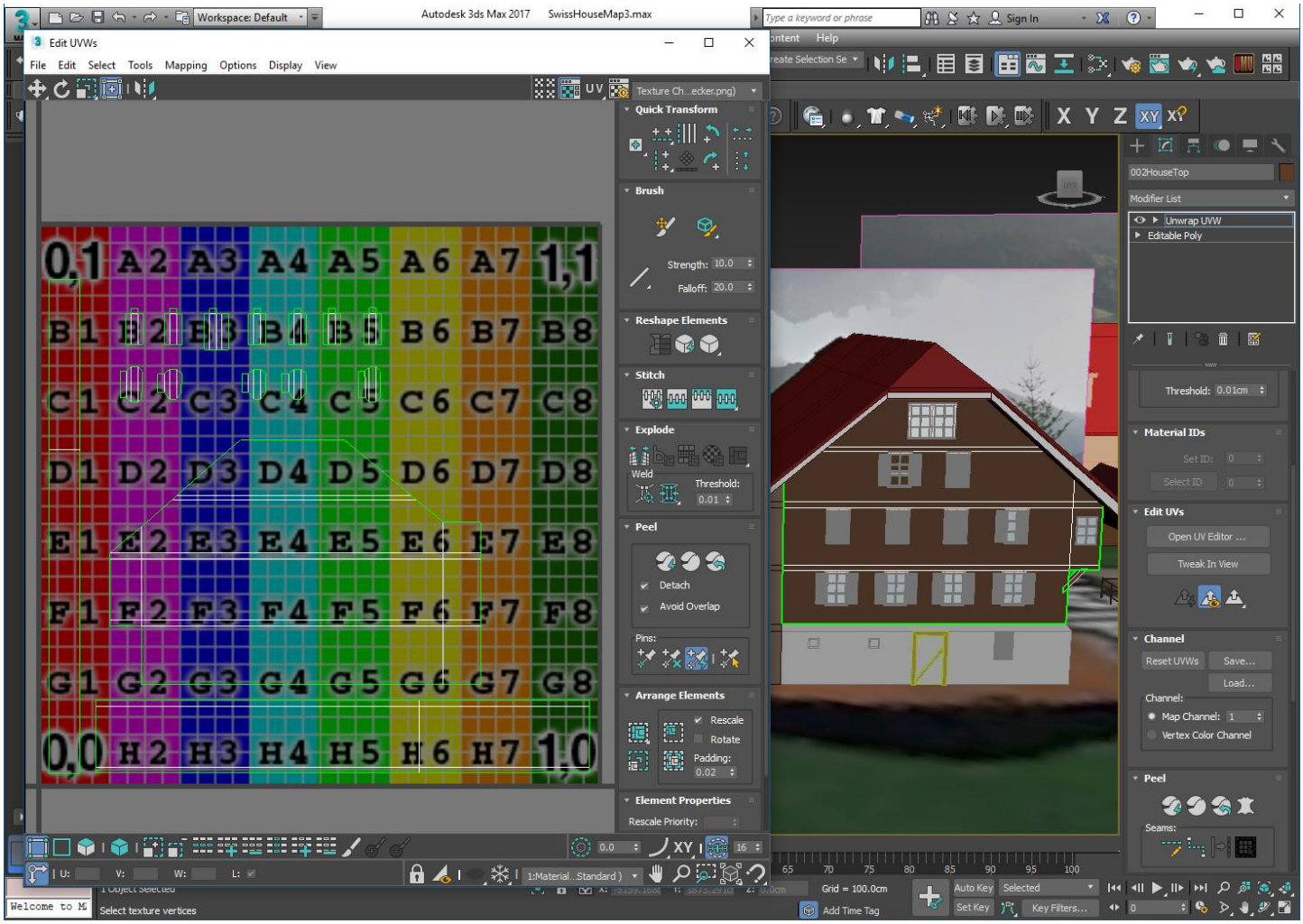
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E1 E2 E3 E4 E5 E6 E7 E8
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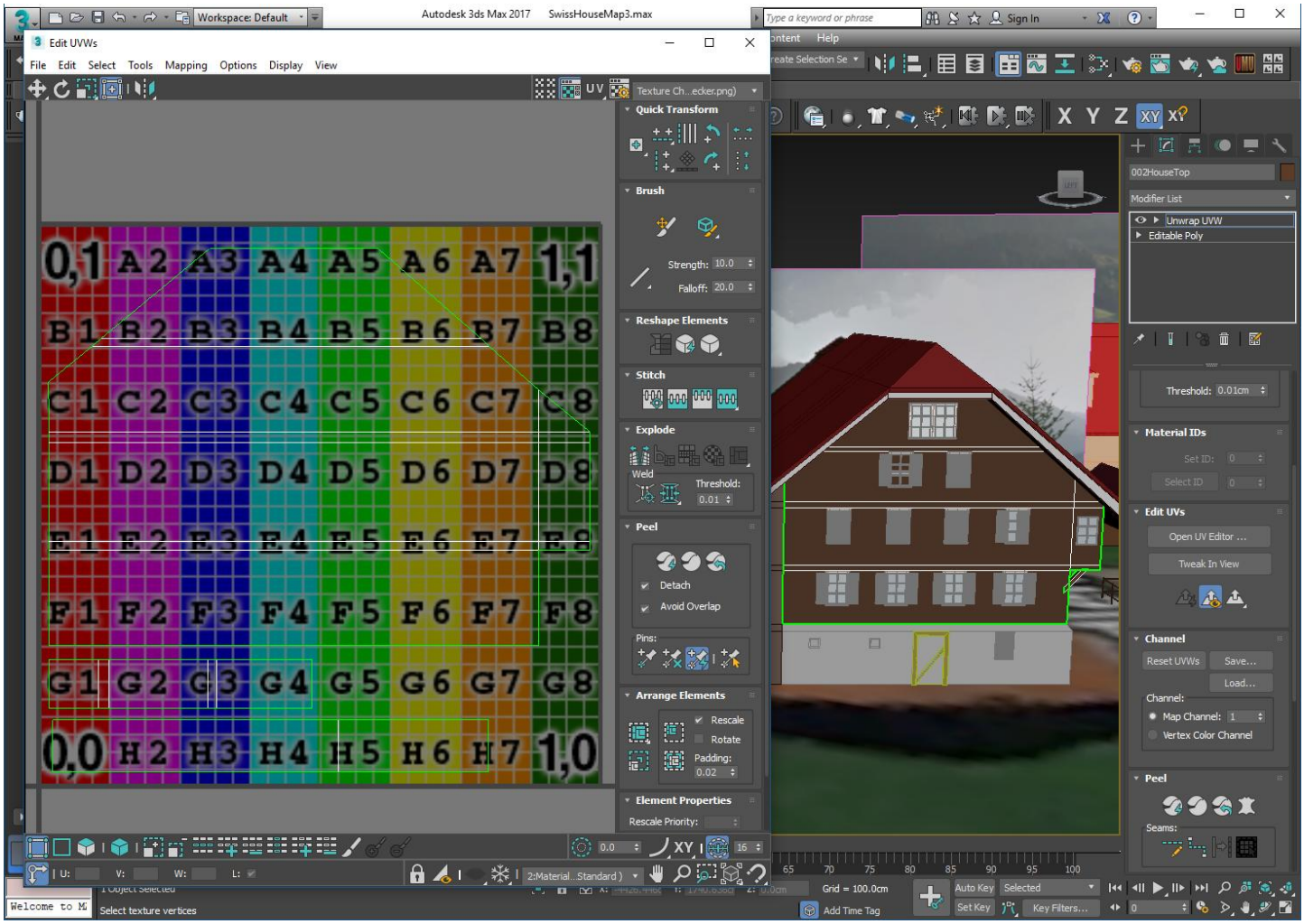
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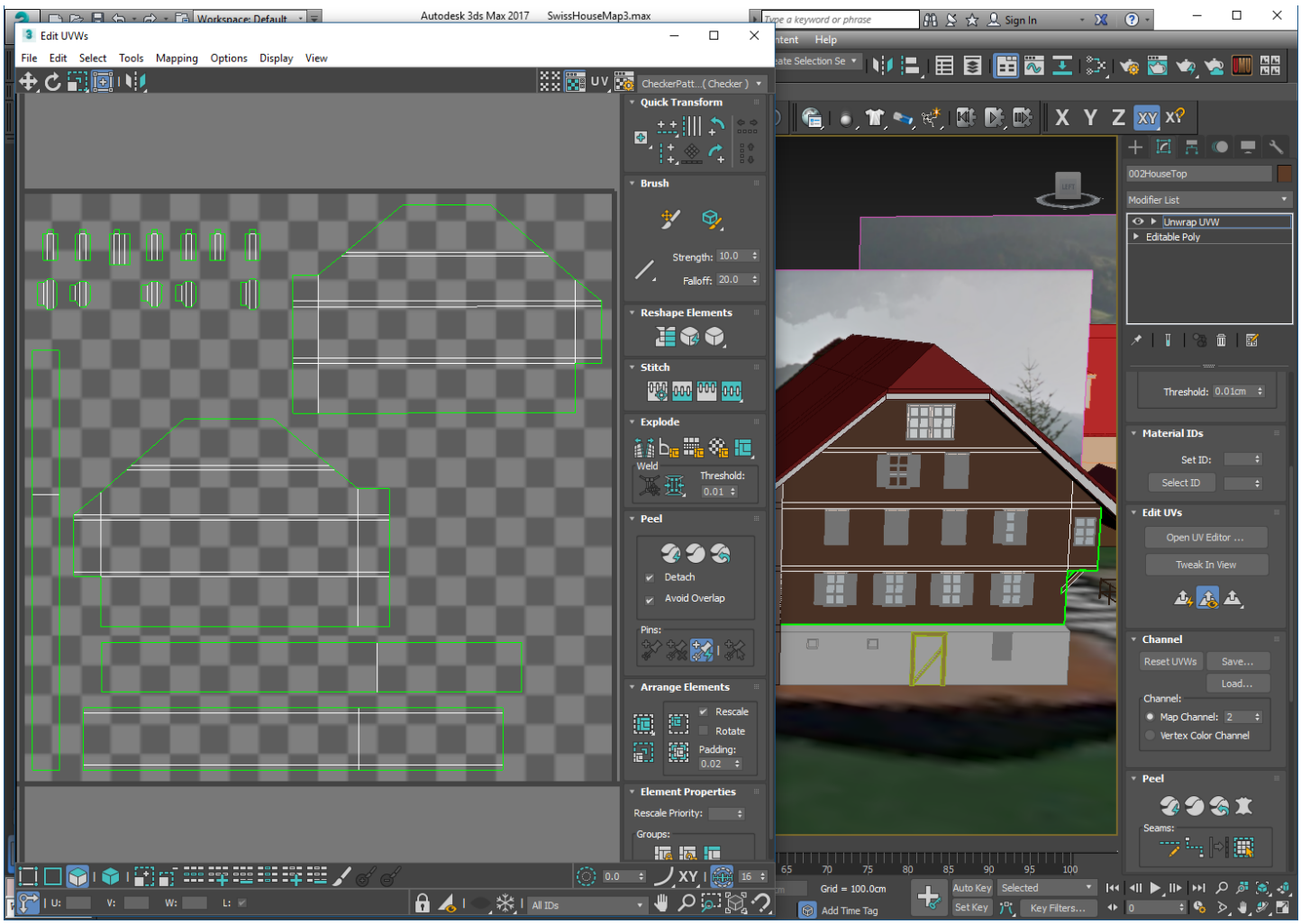
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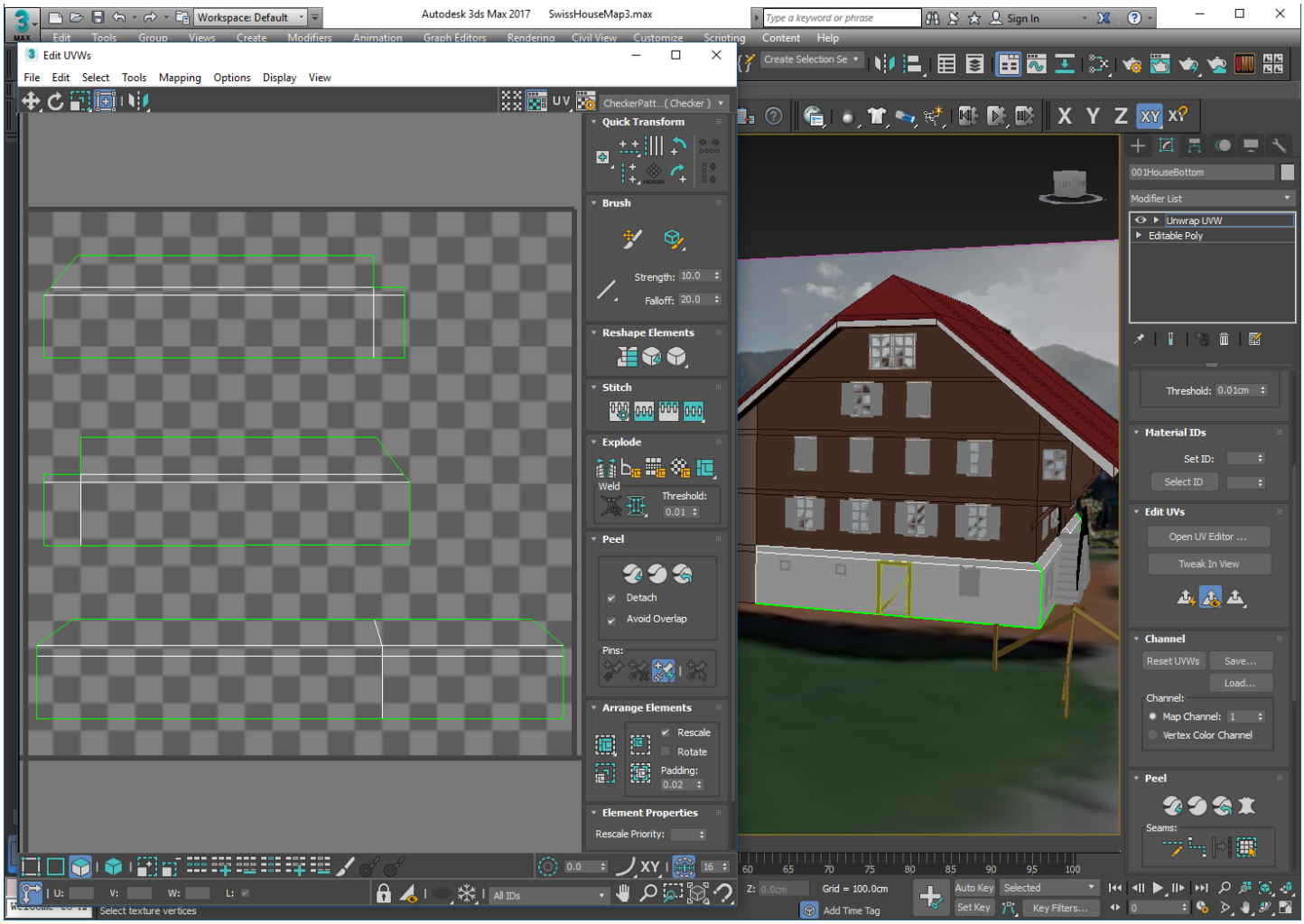
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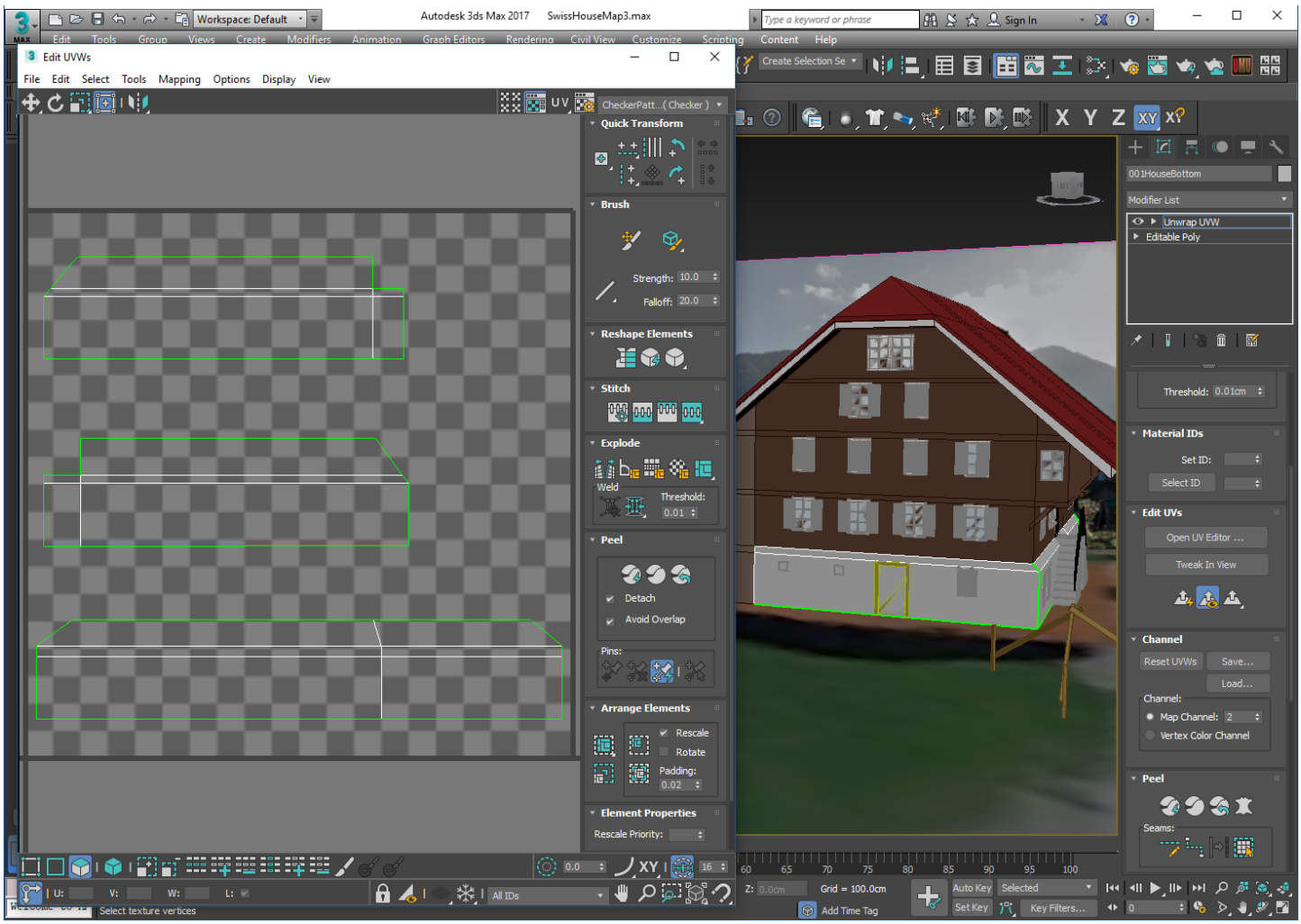
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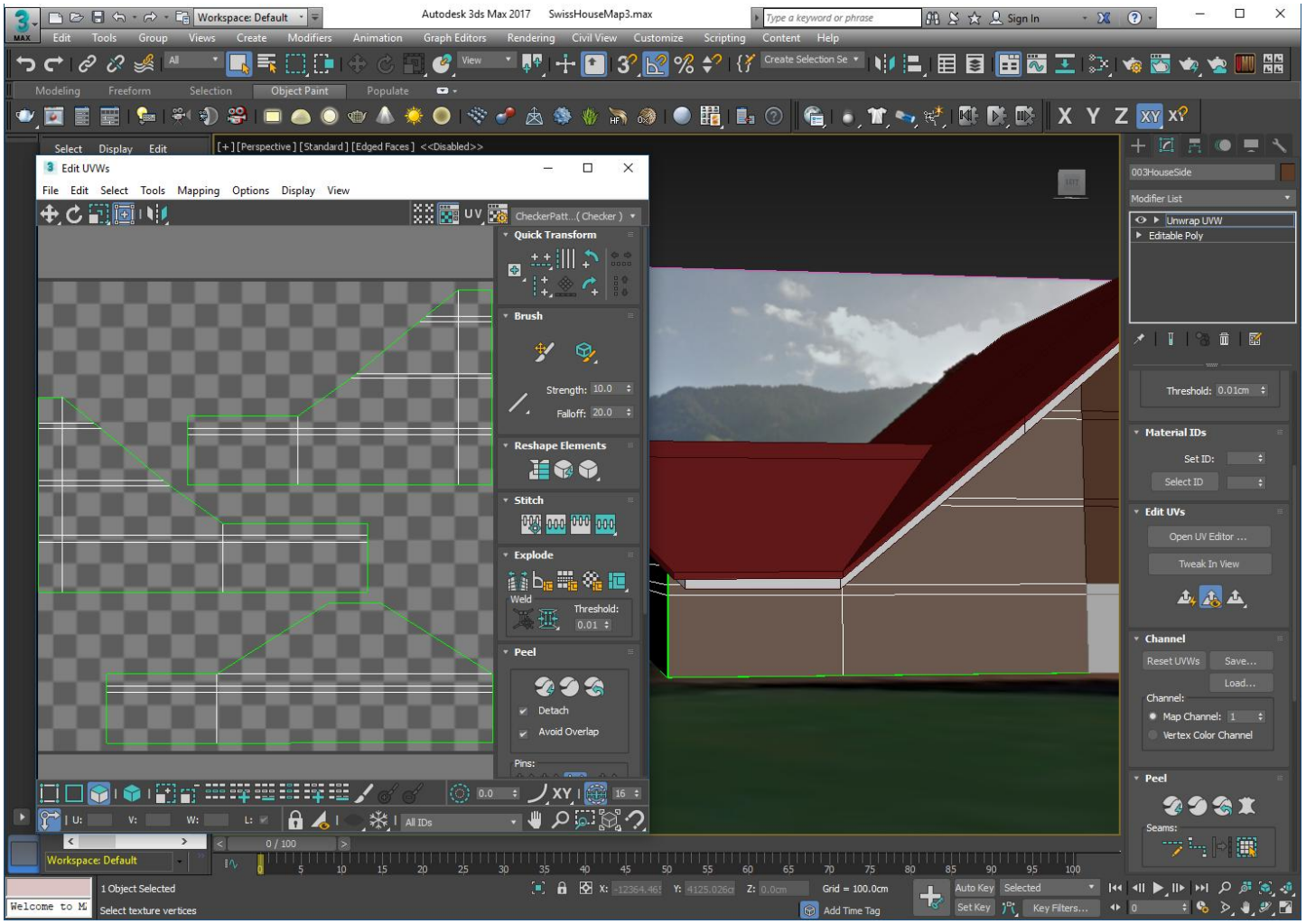
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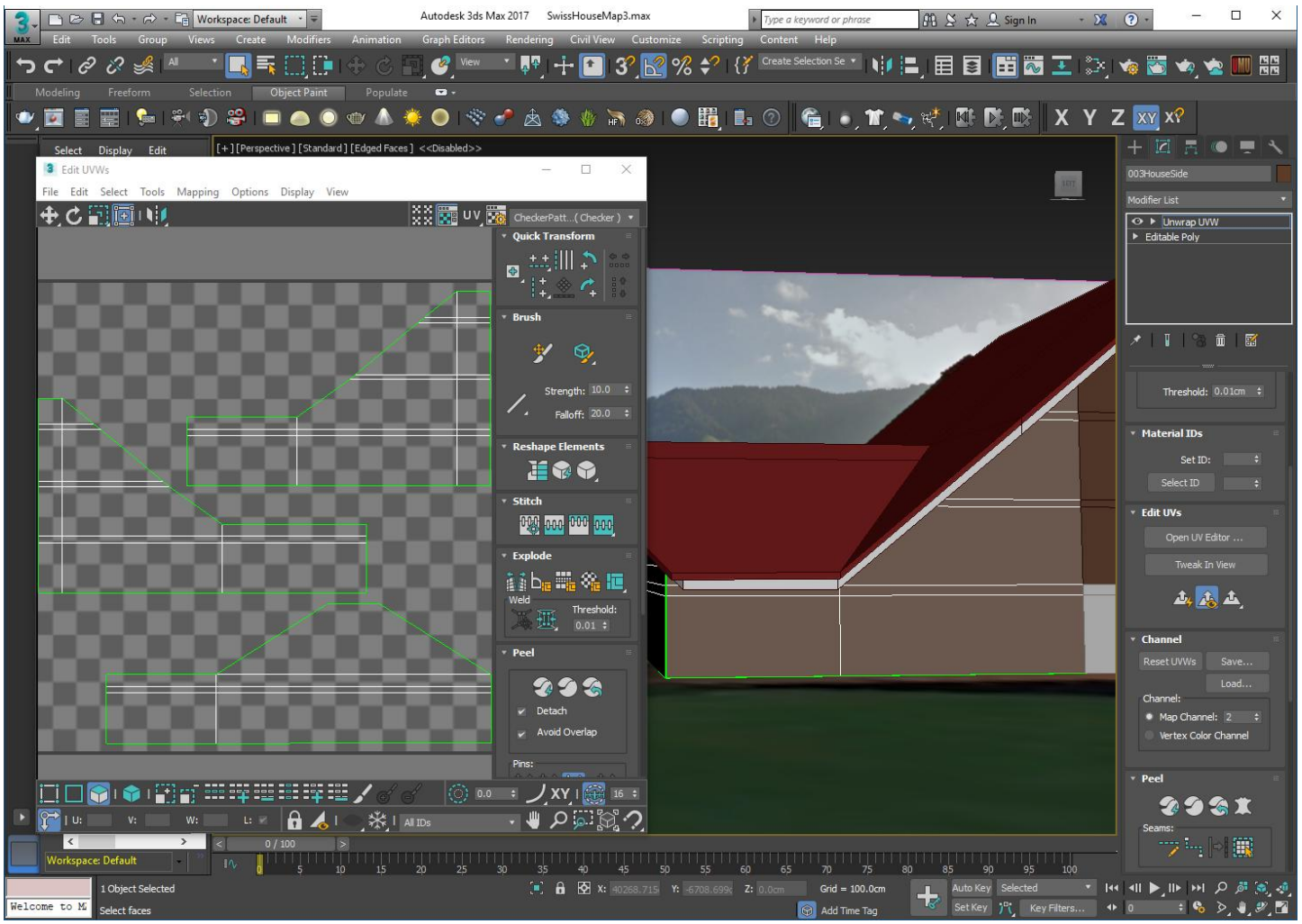
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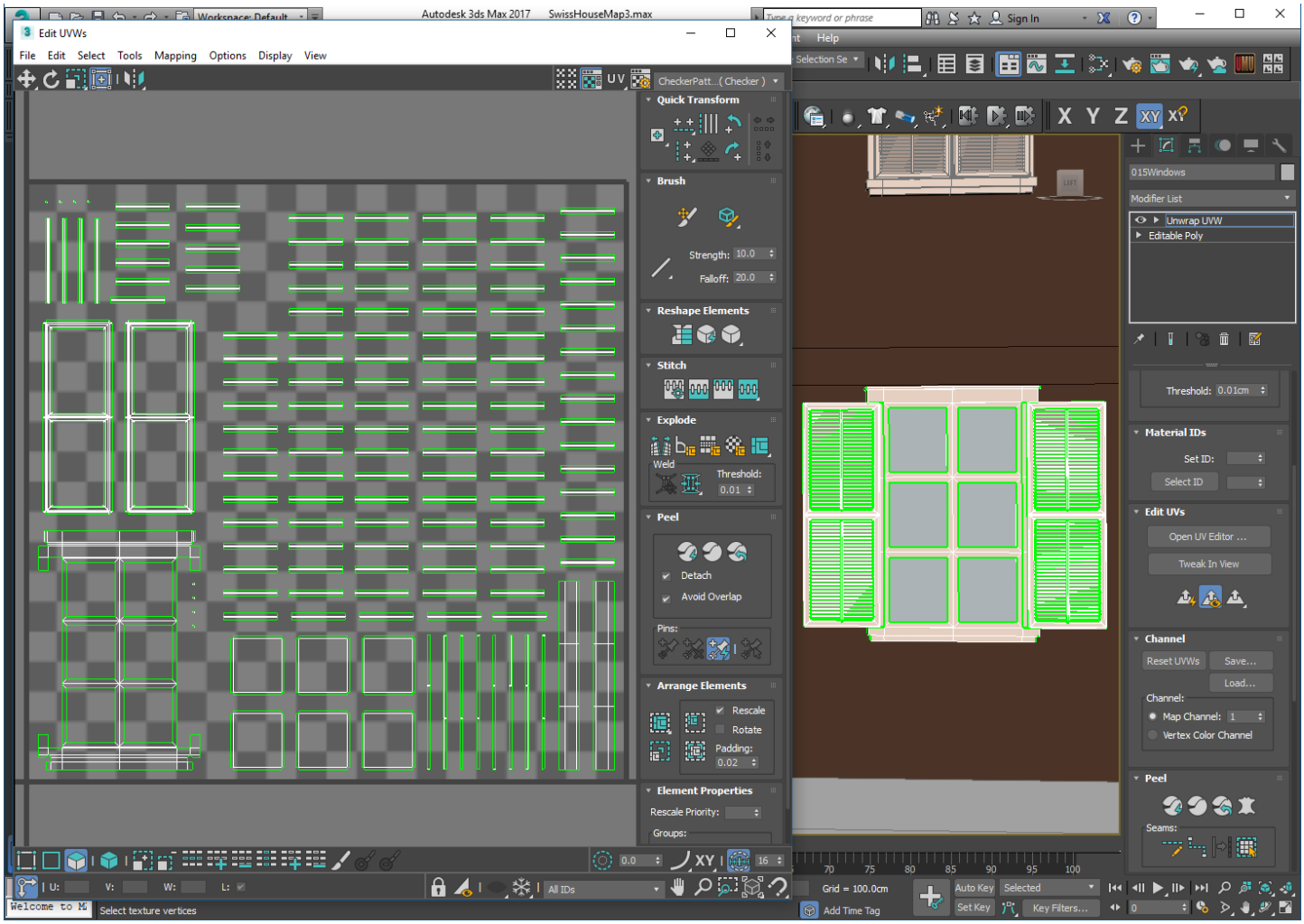
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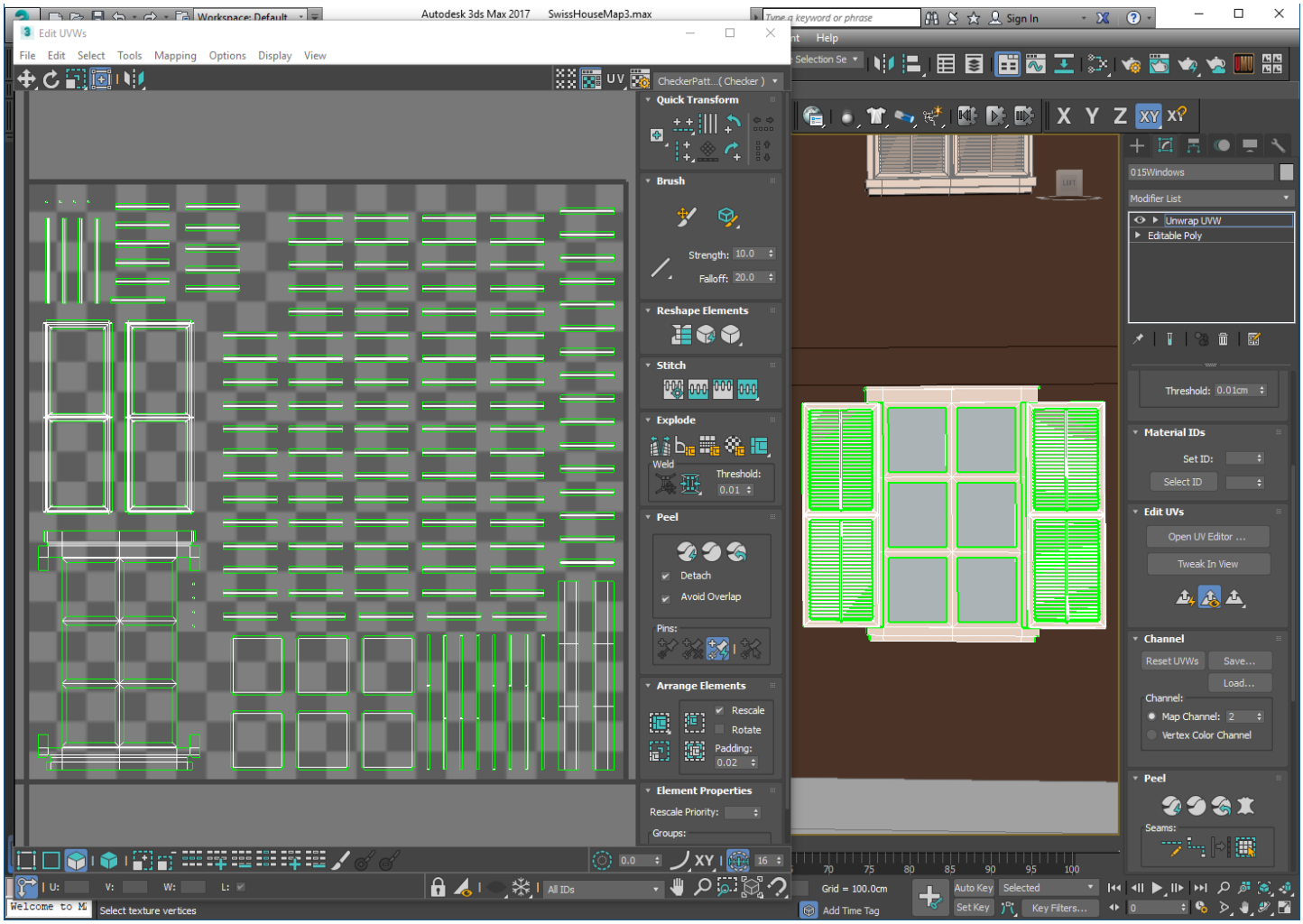
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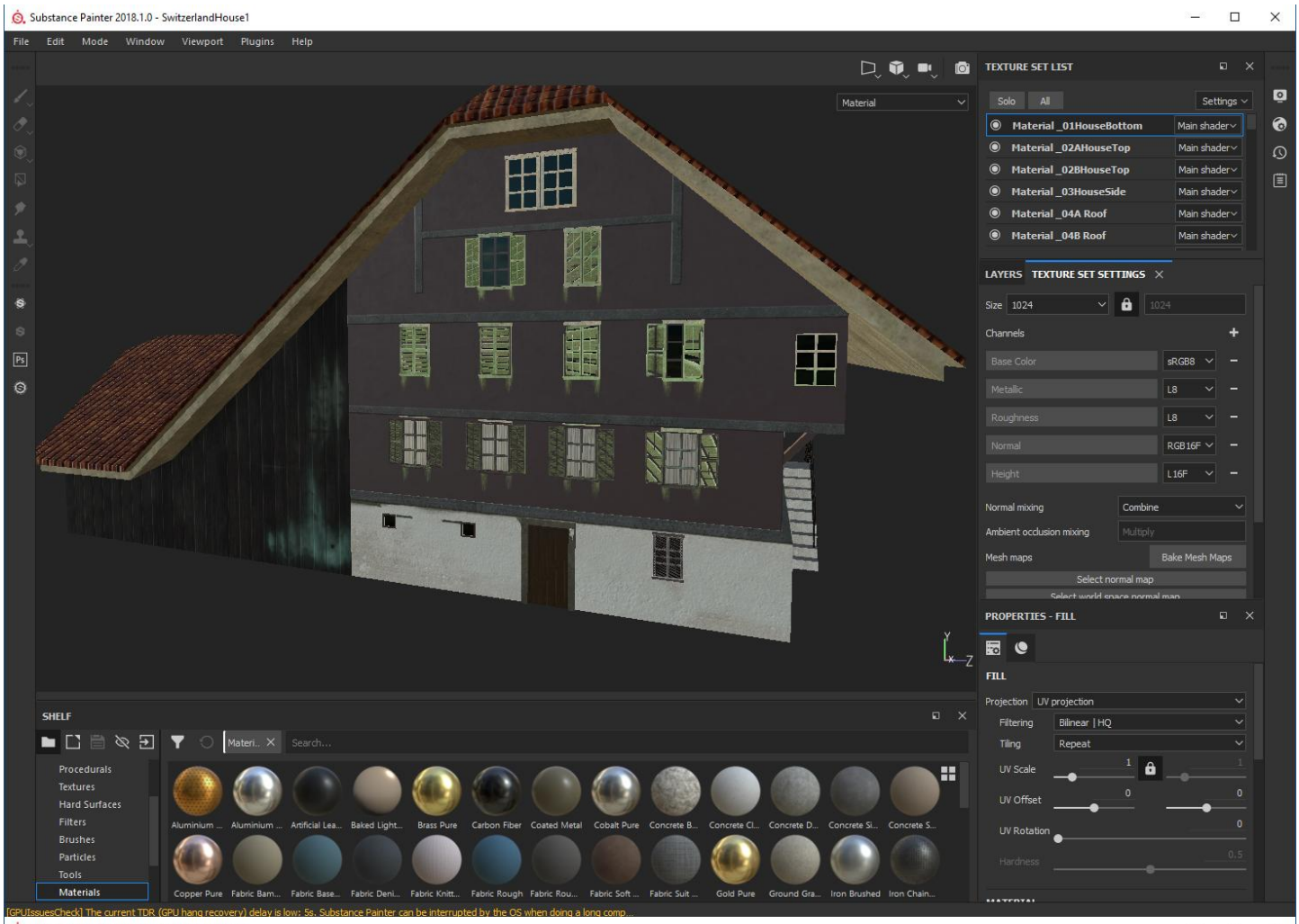
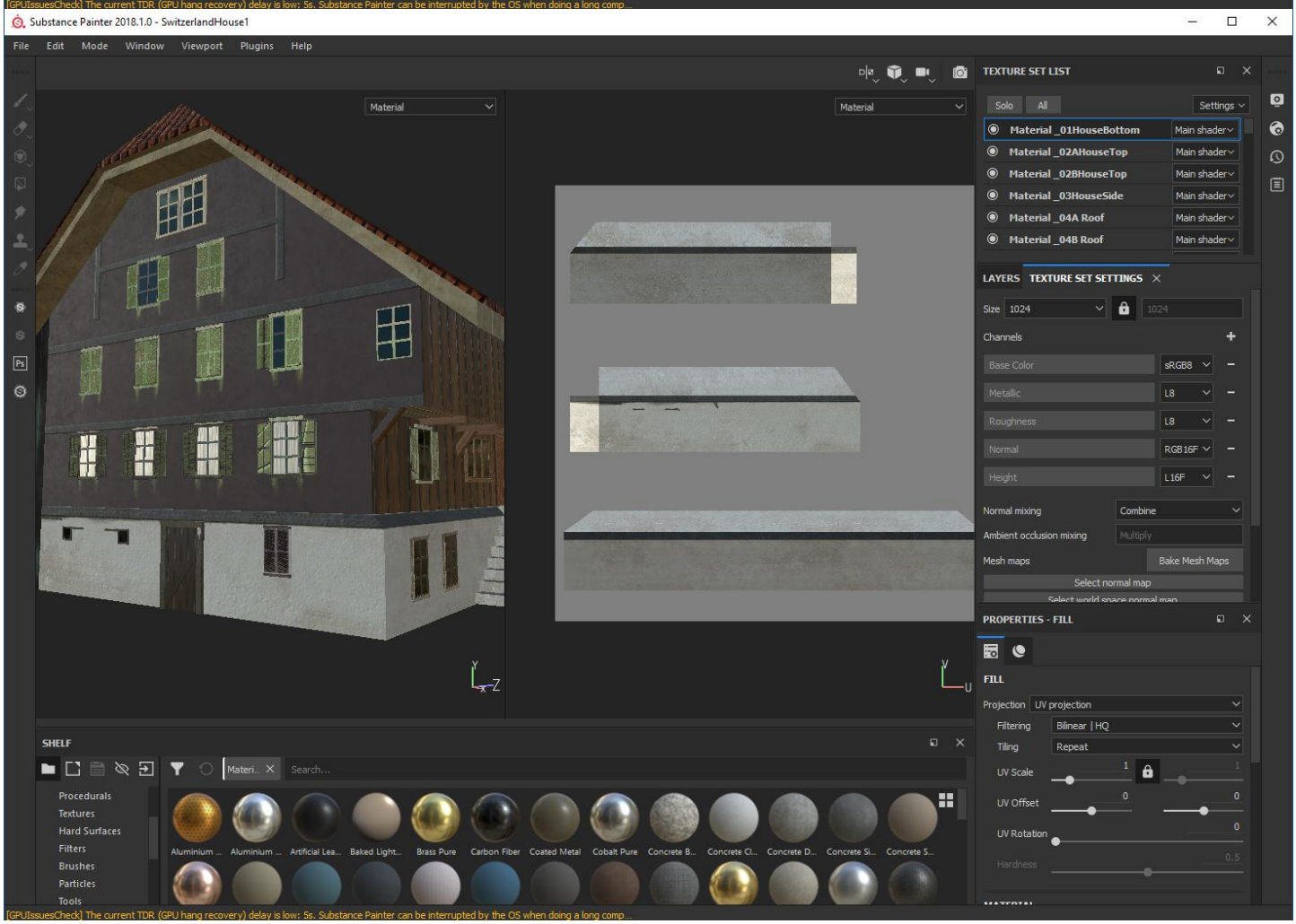
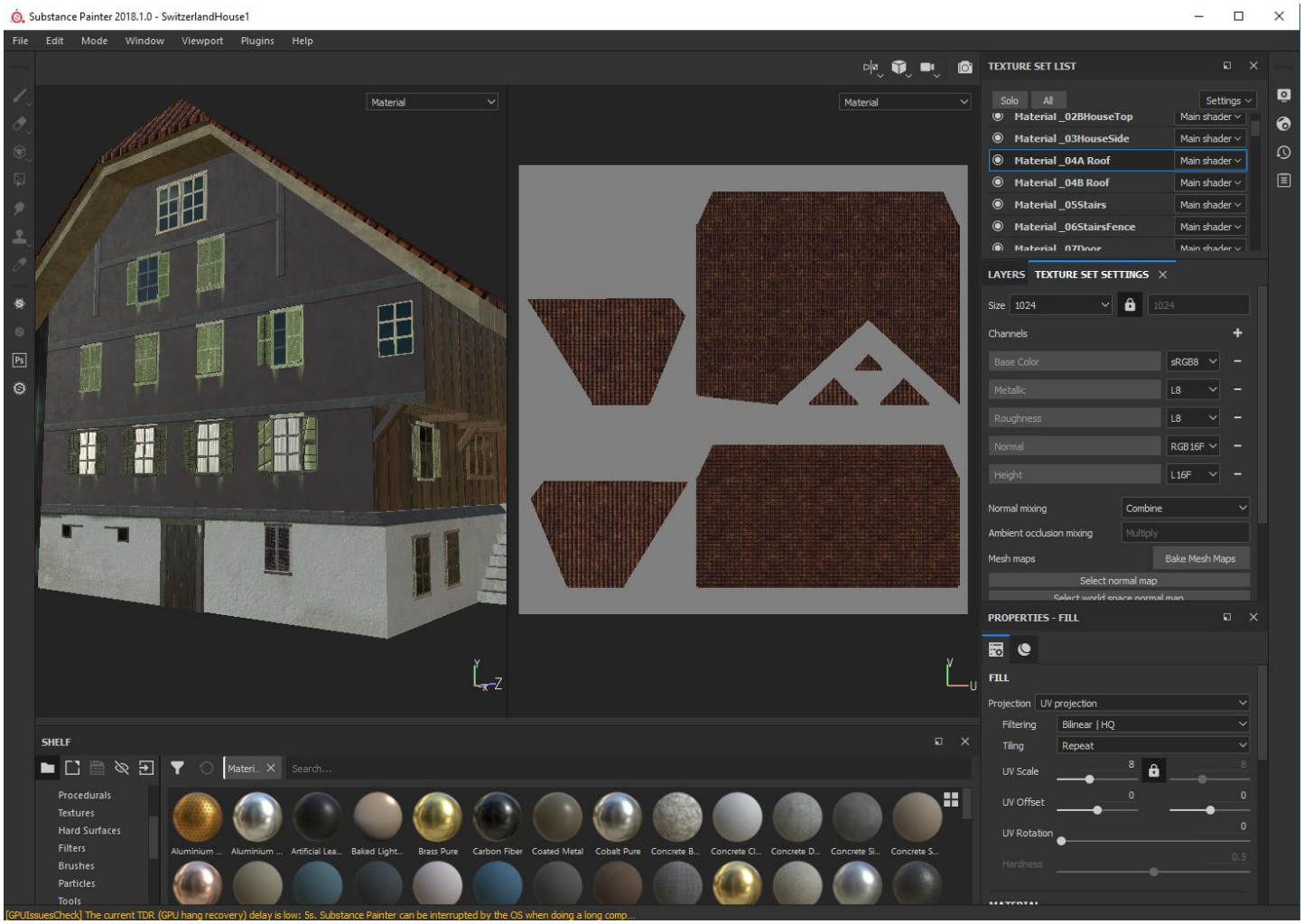
Substance Painter






Substance Painter 2018.1.0 - SwitzerlandHouse1
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Material_02BHouseTop Main shader
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Material_04A Roof Main shader
Material_04B Roof Main shader
Material_05Stairs Main shader
Material_06StairsFence Main shader
LAYERS TEXTURE SET SETTINGS
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Channels
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Metallic L8
Roughness L8
Normal RGB16F
Height L16F
Normal mixing Combine
Ambient occlusion mixing Multiply
Mesh maps Bake Mesh Maps
Select normal map
PROPERTIES - FILL
FILL
Projection UV projection
Filtering Bilinear | HQ
Tiling Repeat
UV Scale 8 8
UV Offset 0 0
UV Rotation 0
Hardness 0.5
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Hard Surfaces
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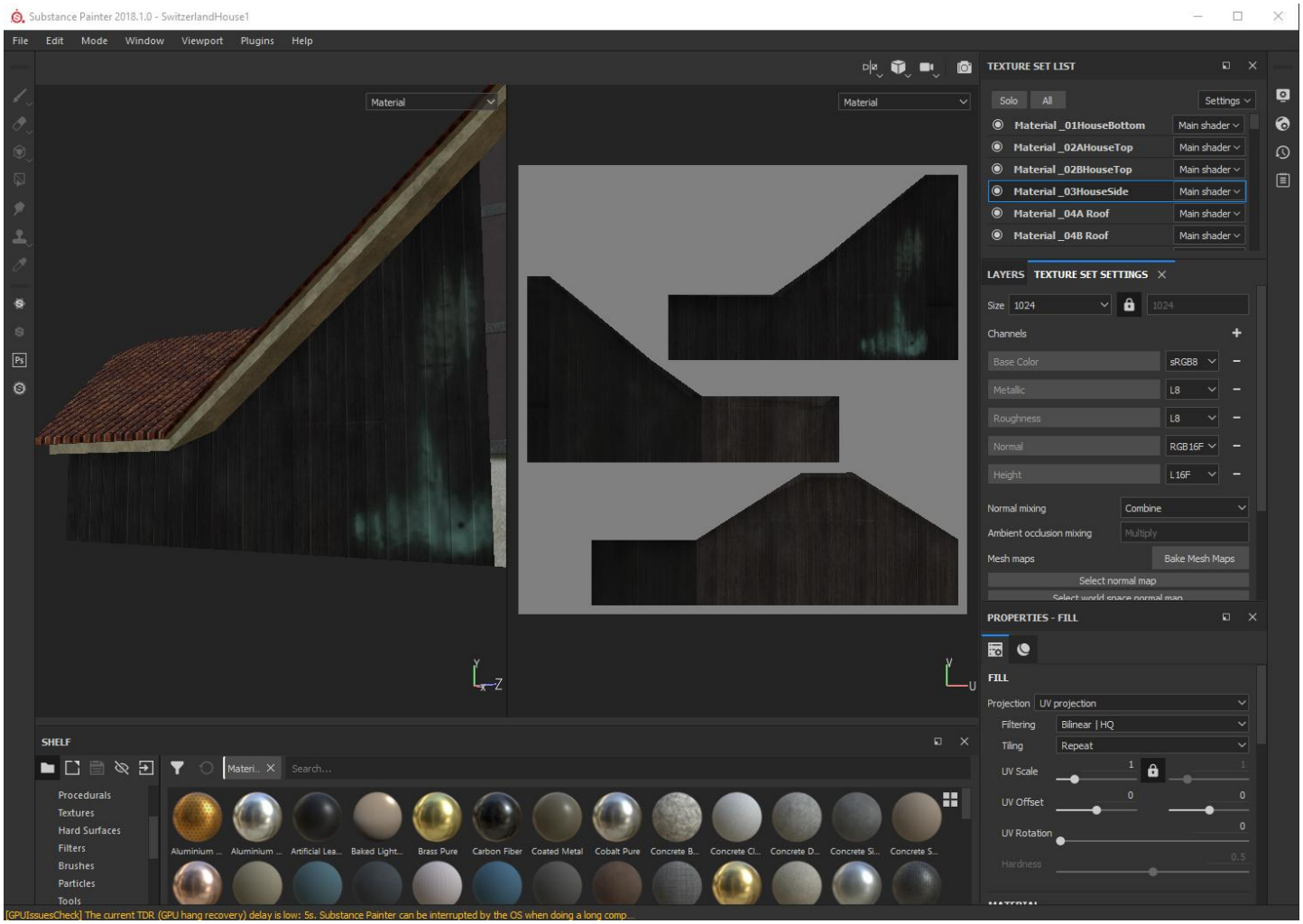
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 5s. Substance Painter can be interrupted by the OS when doing a long comp...


Substance Painter 2018.1.0 - SwitzerlandHouse1
File Edit Mode Window Viewport Plugins Help
Material
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Material_01HouseBottom Main shader
Material_02AHouseTop Main shader
Material_02BHouseTop Main shader
Material_03HouseSide Main shader
Material_04A Roof Main shader
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Roughness L8
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Select normal map
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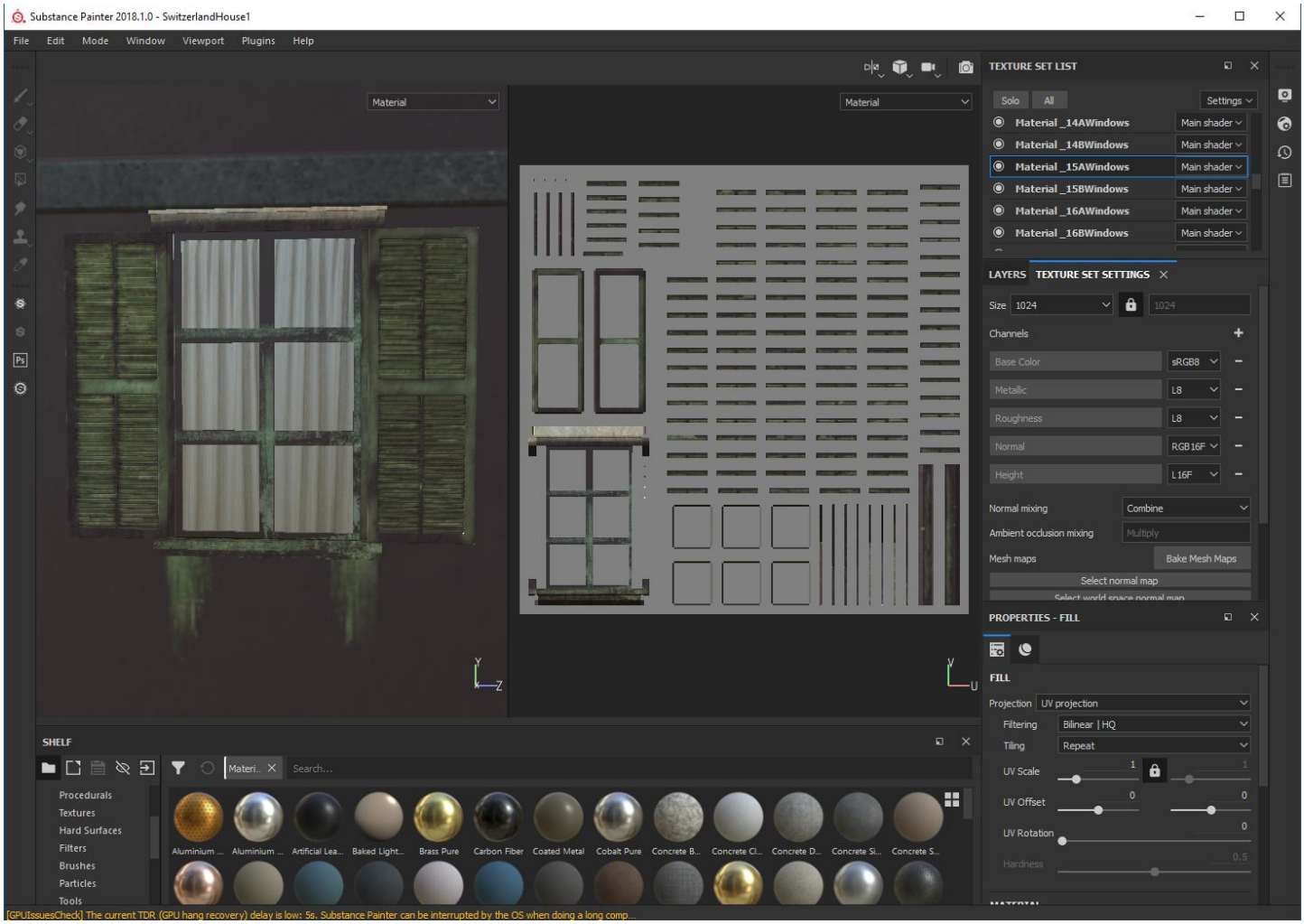
Substance Painter 2018.1.0 - SwitzerlandHouse1
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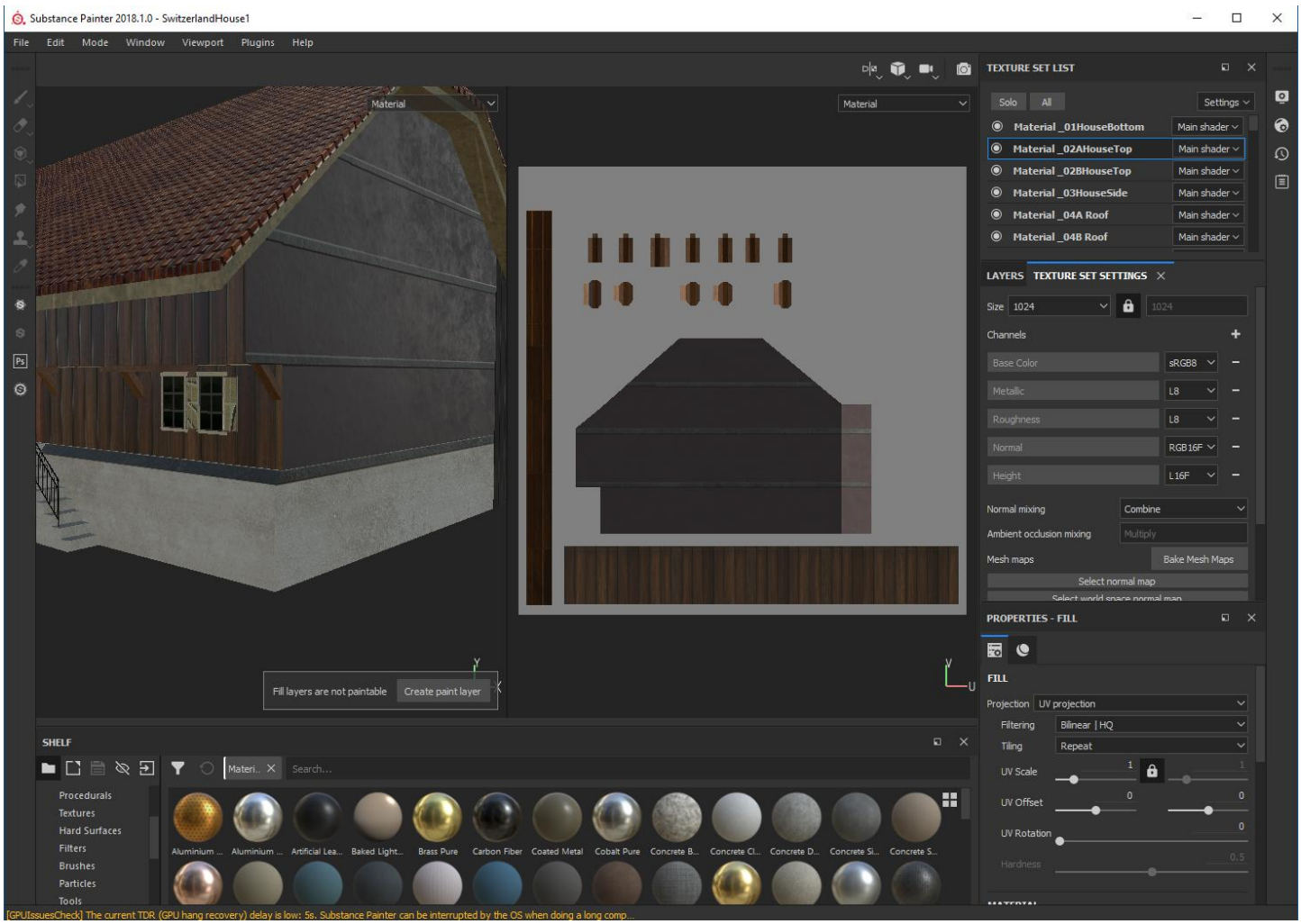
Substance Painter 2018.1.0 - SwitzerlandHouse1
File Edit Mode Window Viewport Plugins Help
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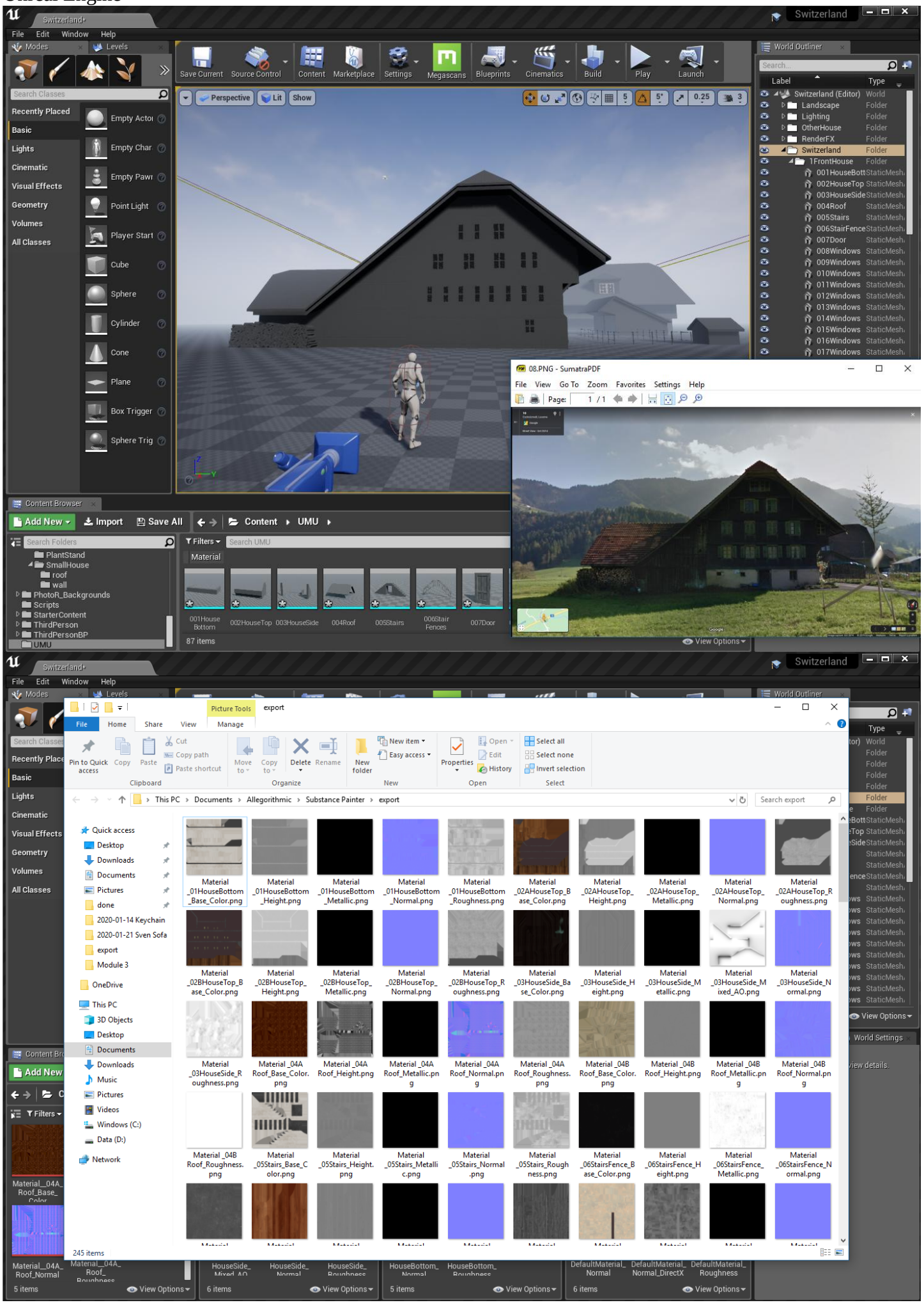
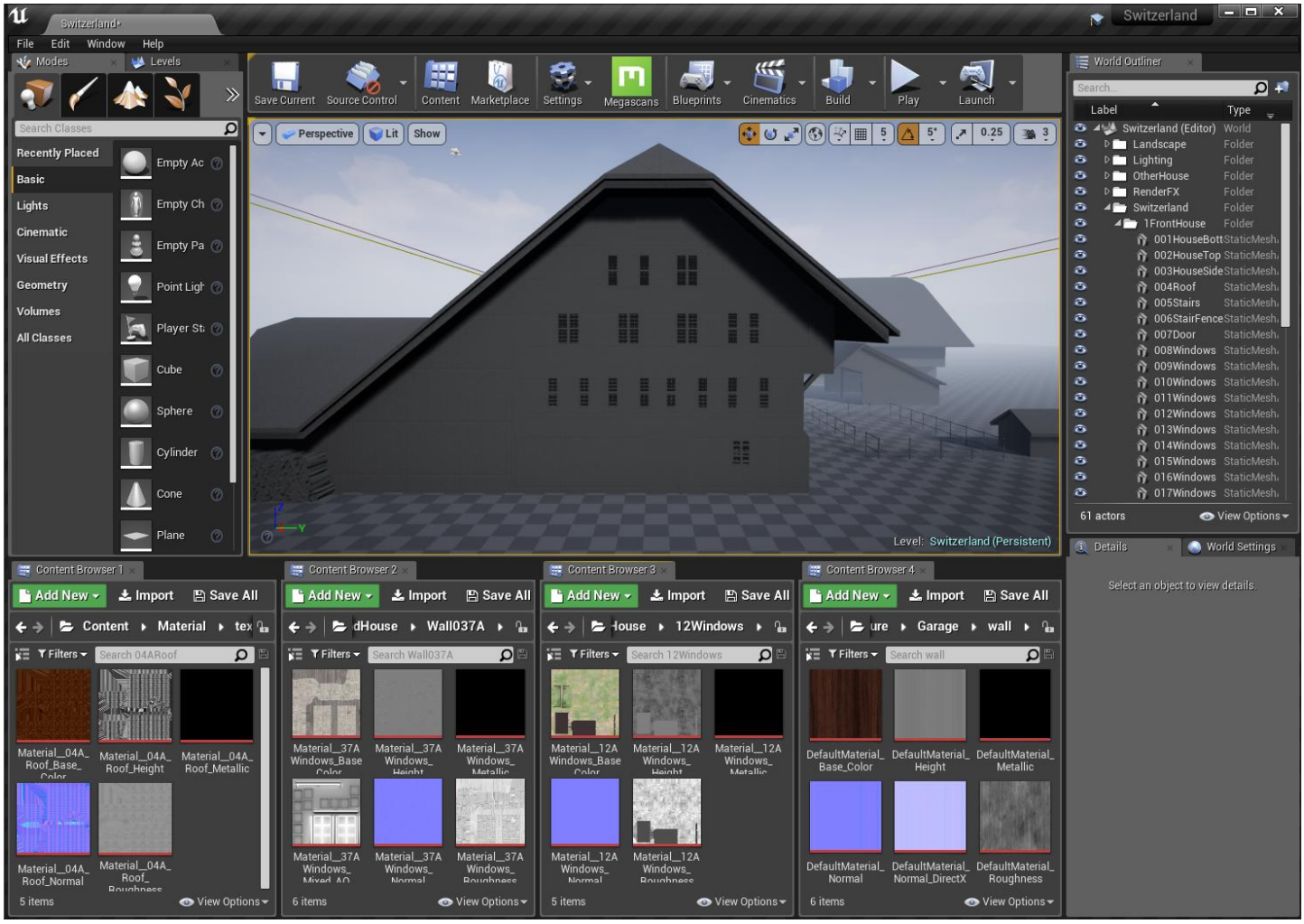
Unreal Engine

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Material_04A_Roof_Height
Material_04A_Roof_Metallic
Material_04A_Roof_Normal
5 items
Material_37A_Windows_Base_Color
6 items
Material_12A_Windows_Base_Color
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DefaultMaterial_Metallic
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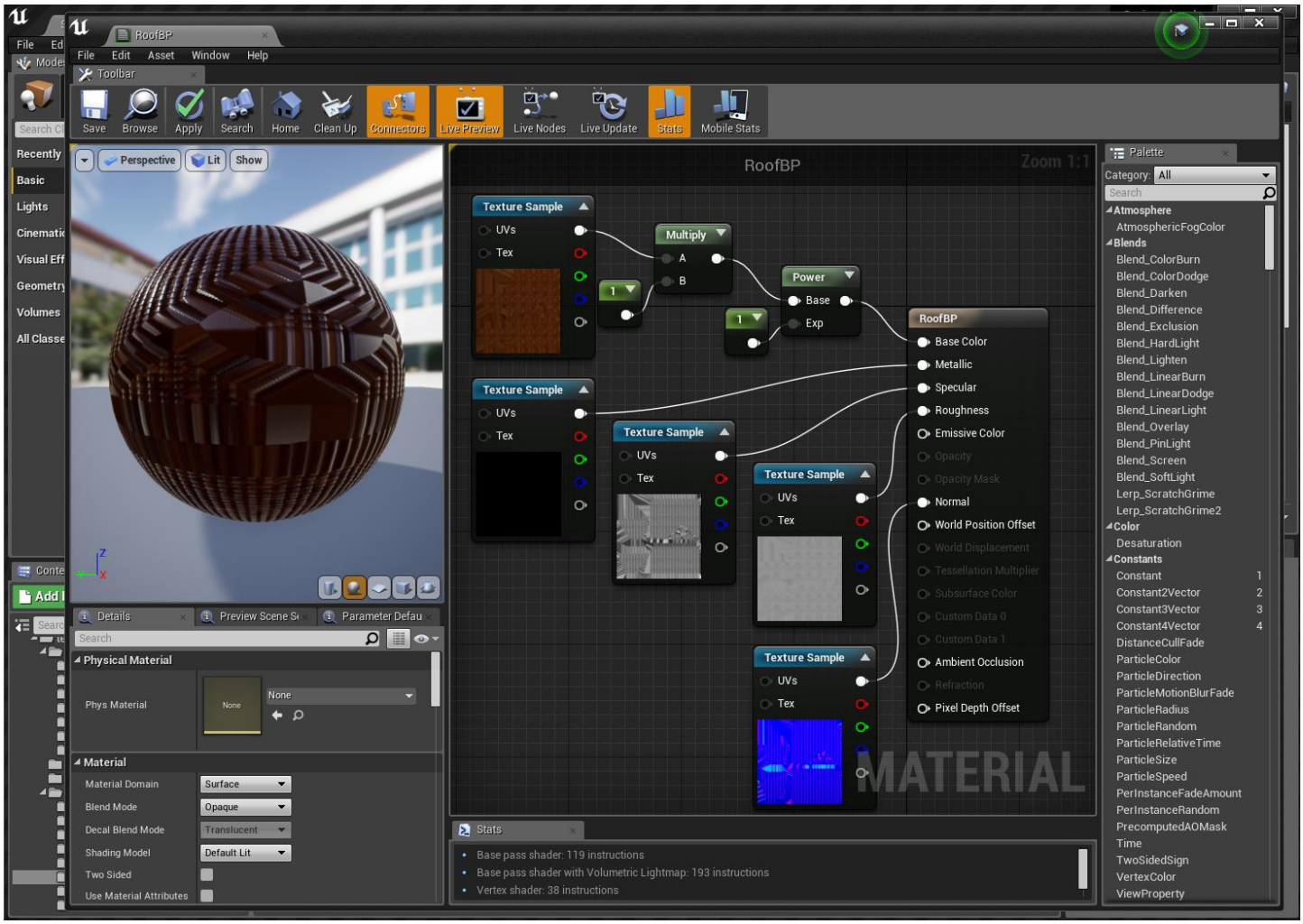
DefaultMaterial_Normal_DirectX
DefaultMaterial_Roughness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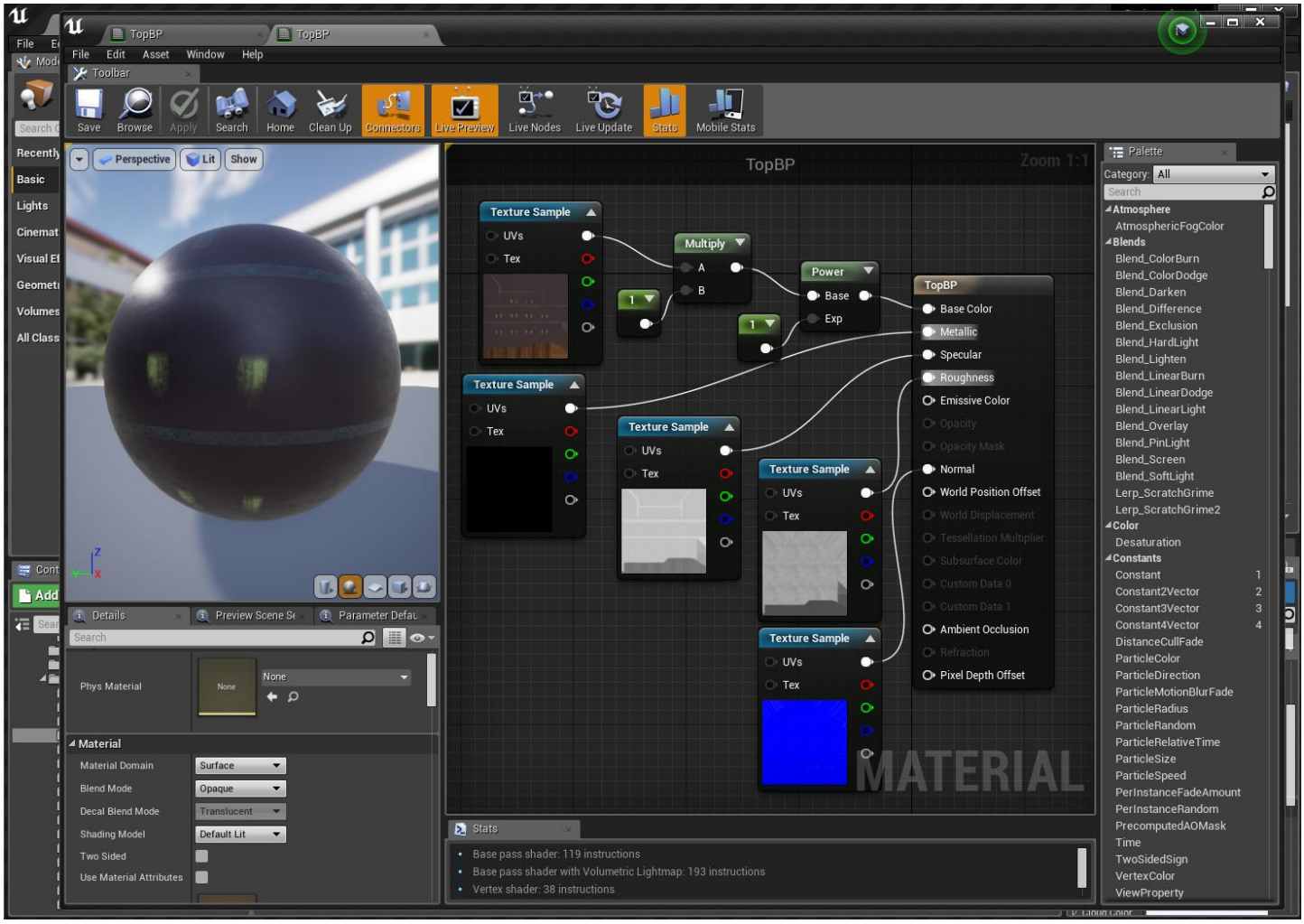
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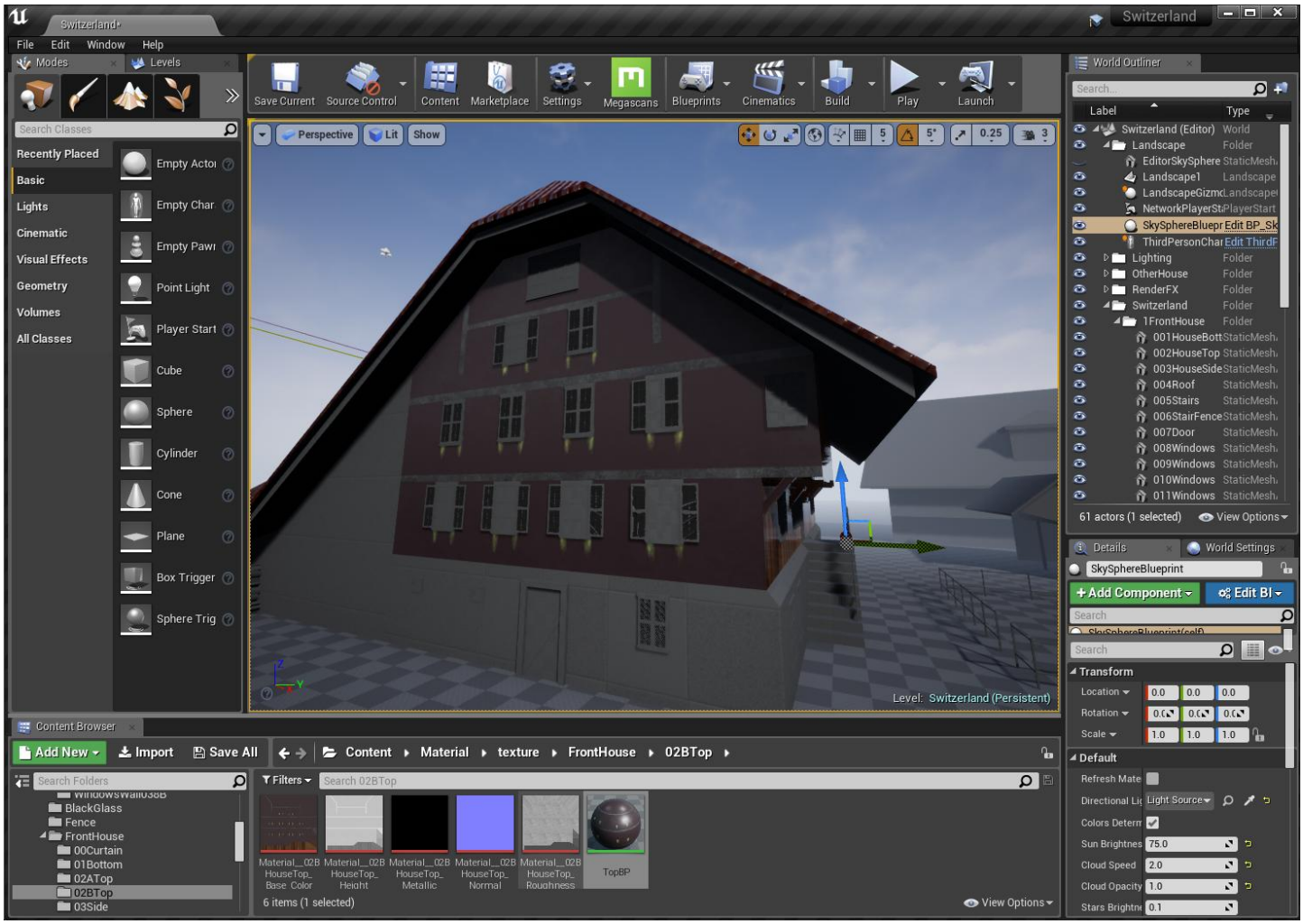
Switzerland
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003HouseSide StaticMesh
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008Windows StaticMesh
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Material_02B HouseTop_ Normal
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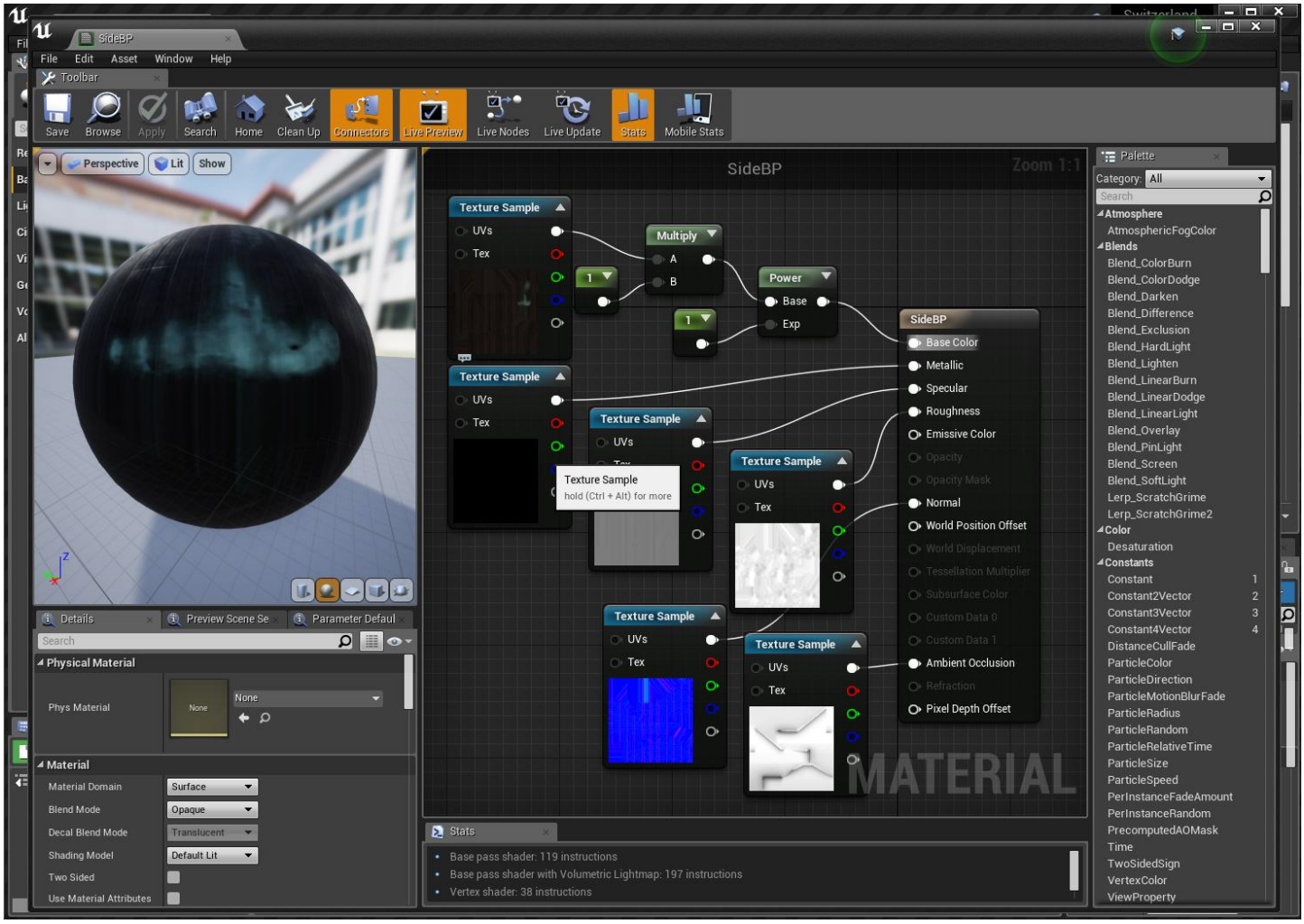
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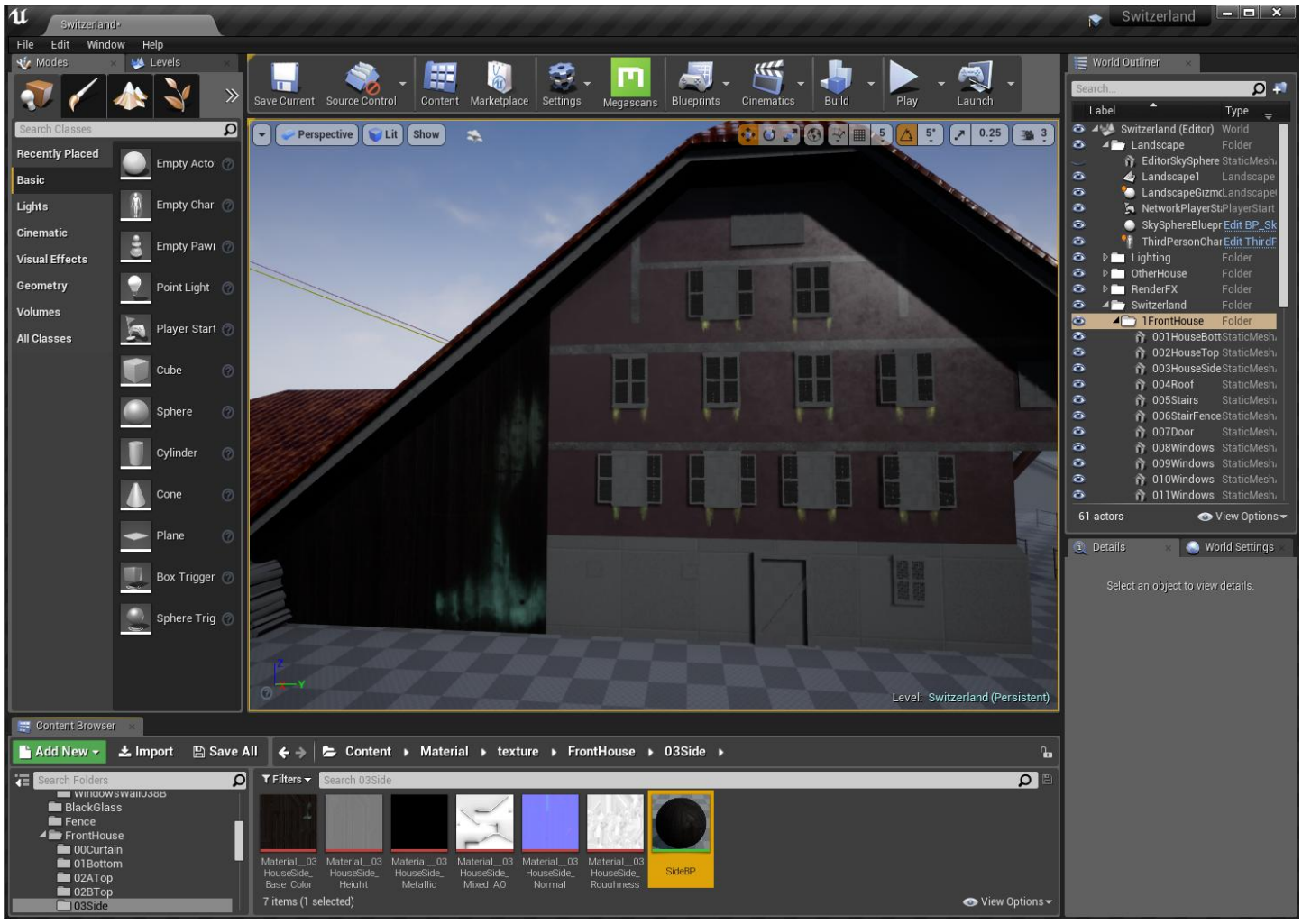
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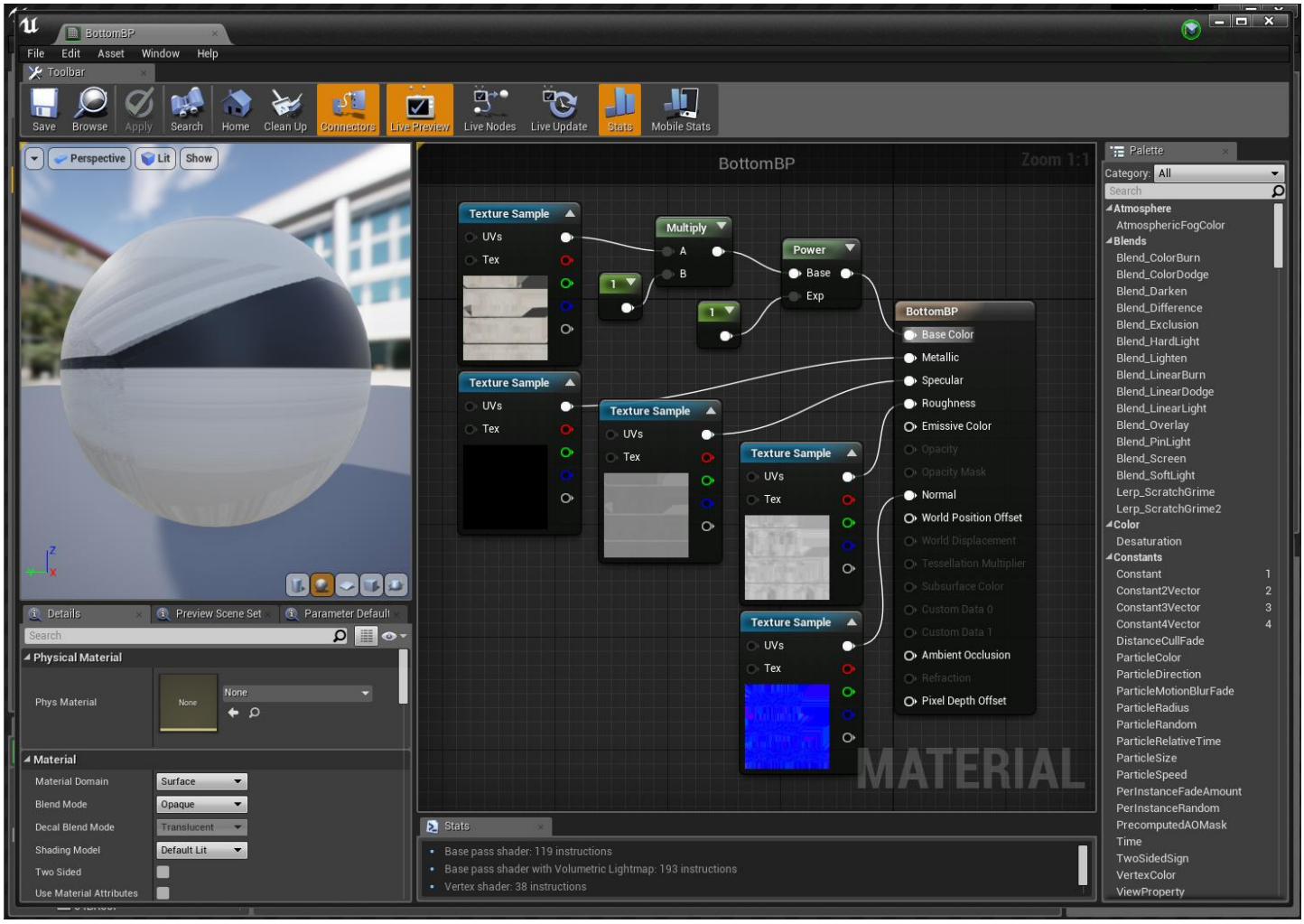
View Options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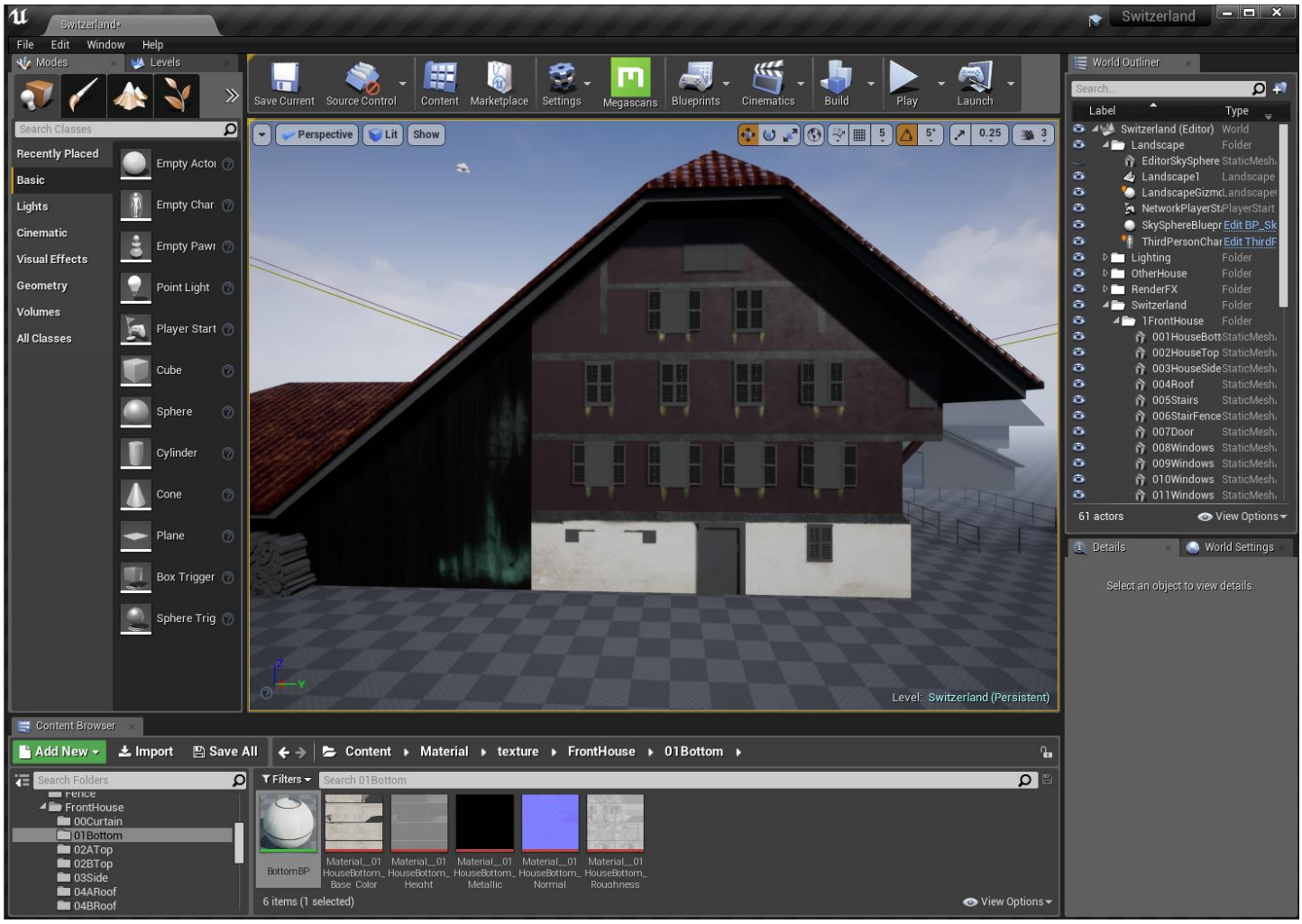
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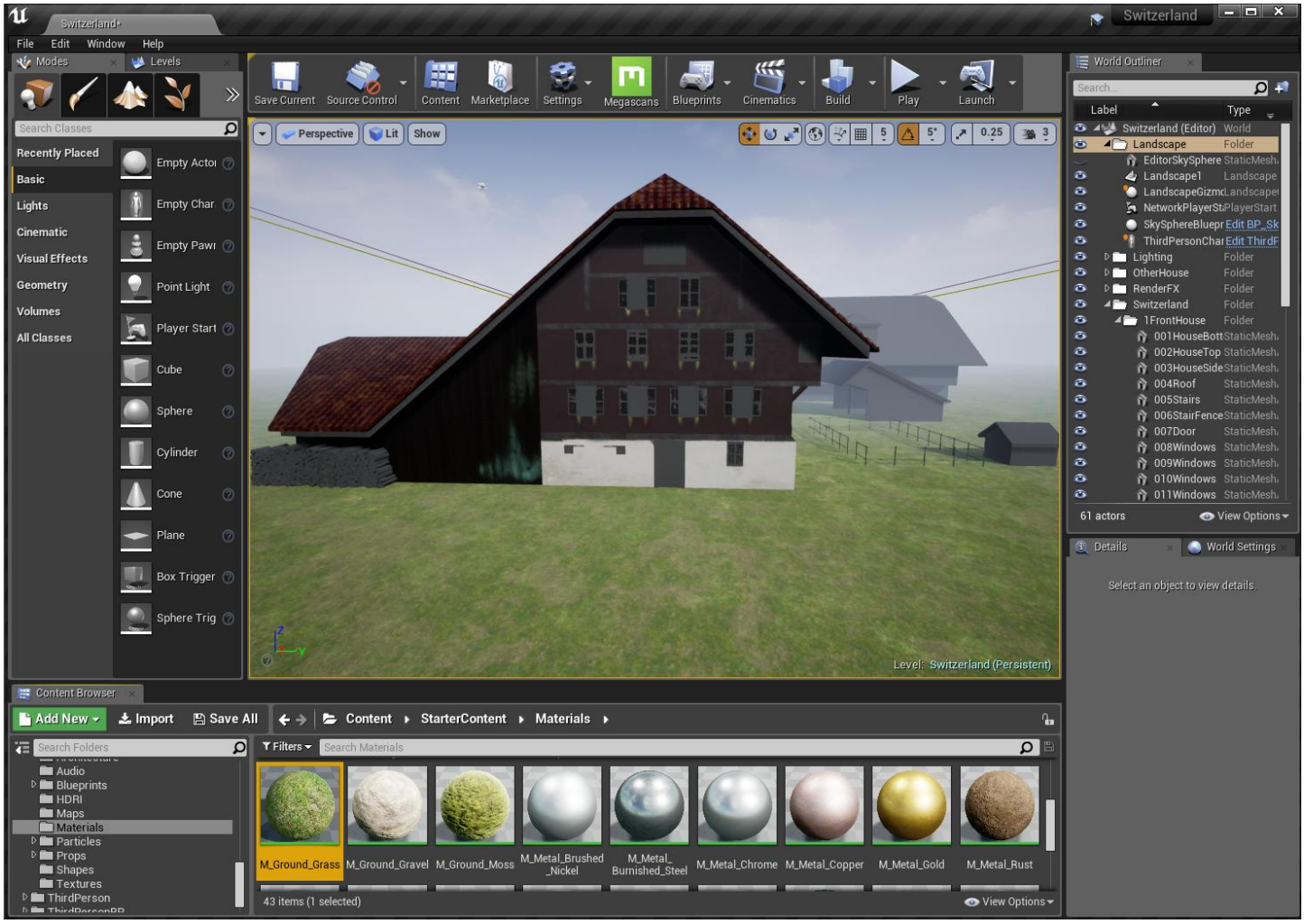
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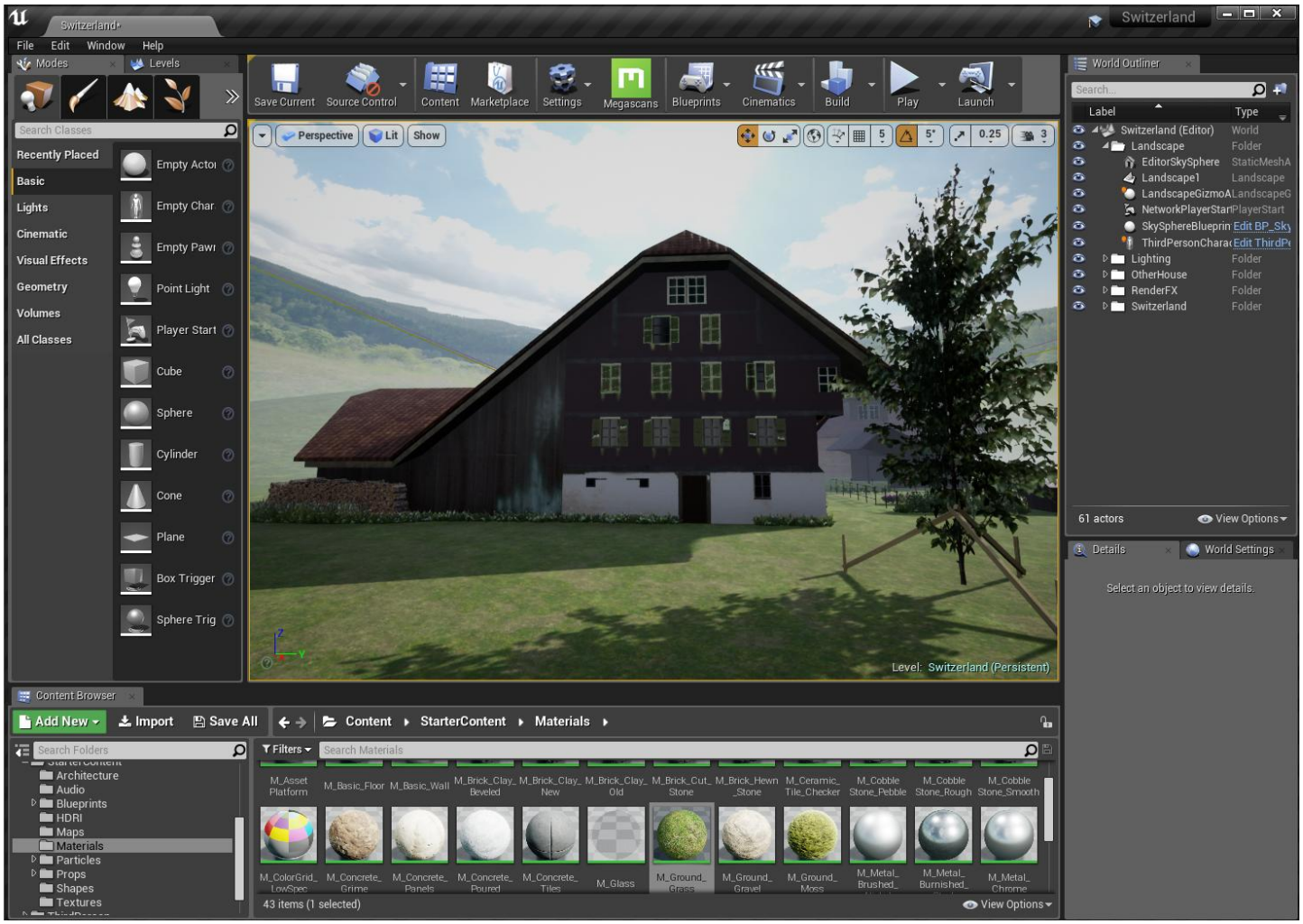
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HDRI
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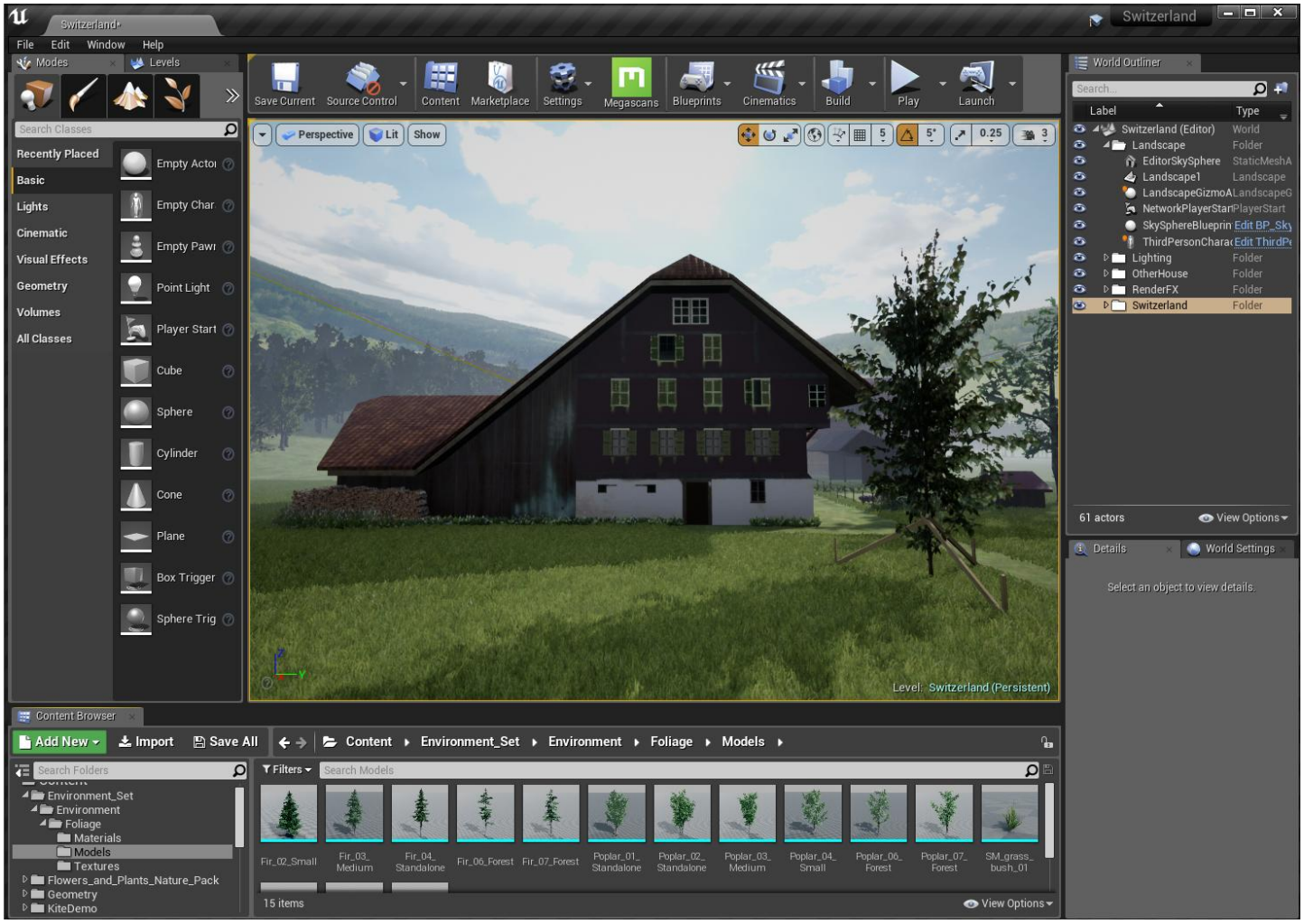
M_Asset_Platform
M_Basic_Floor
M_Basic_Wall
M_Brick_Clay_Beveled
M_Brick_Clay_New
M_Brick_Clay_Old
M_Brick_Cut_Stone
M_Brick_Hewn_Stone
M_Ceramic_Tile_Checker
M_Cobble_Stone_Pebble
M_Cobble_Stone_Rough
M_Cobble_Stone_Smooth
M_ColorGrid_LowSpec
M_Concrete_Grime
M_Concrete_Panels
M_Concrete_Poured
M_Concrete_Tiles
M_Glass
M_Ground_Grass
M_Ground_Gravel
M_Ground_Moss
M_Metal_Brushed_
M_Metal_Burnished_
M_Metal_Chrome
43 items (1 selected)
View Options


Switzerland
File Edit Window Help
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Empty Char
Empty Pawn
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Cylinder
Cone
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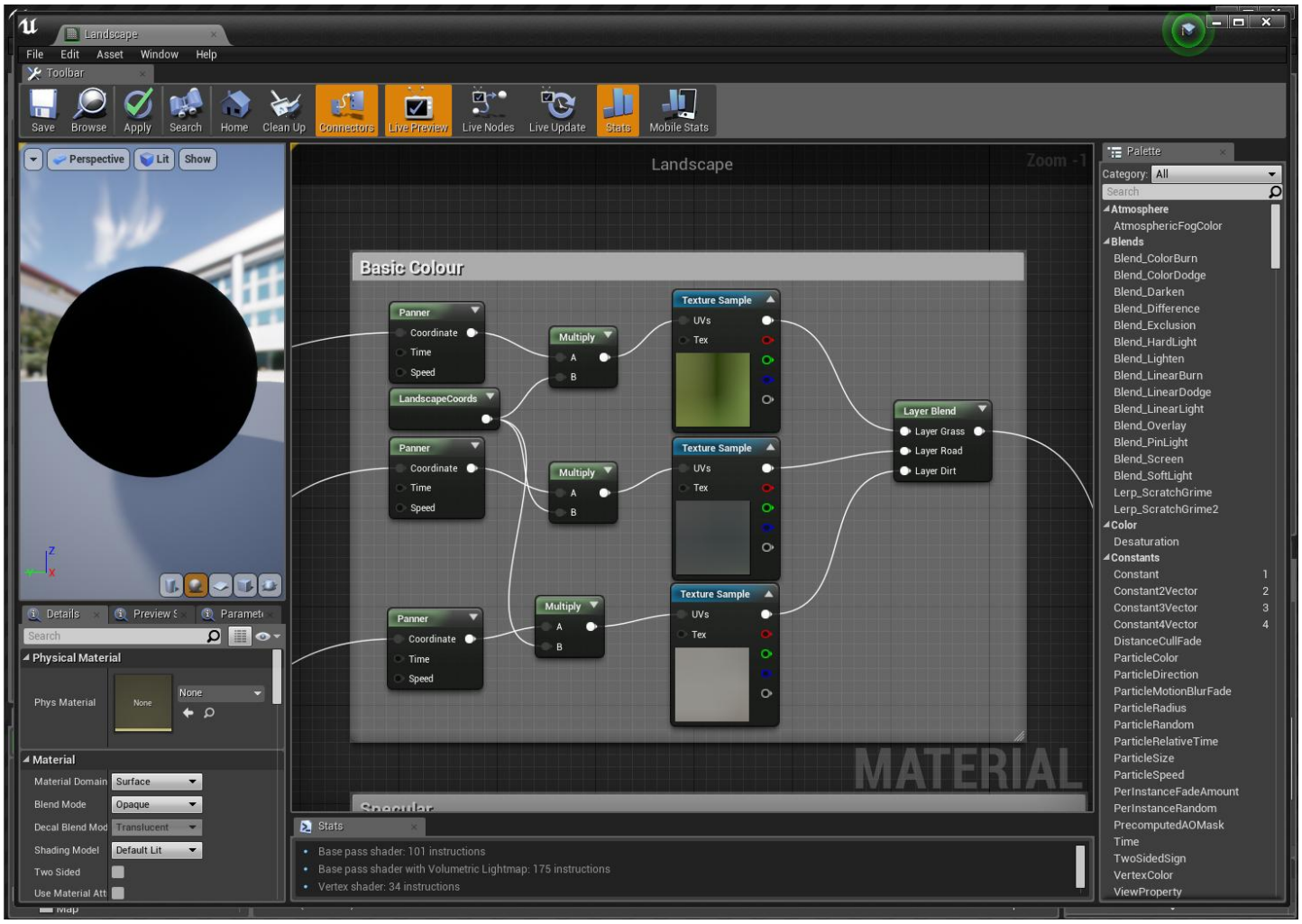
Fir_02_Small
Fir_03_Medium
Fir_04_Standalone
Fir_06_Forest
Fir_07_Forest
Poplar_01_Standalone
Poplar_02_Standalone
Poplar_03_Medium
Poplar_04_Small
Poplar_06_Forest
Poplar_07_Forest
SM_grass_bush_01
15 items


Landscape
File Edit Asset Window Help
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Blend_LinearDodge
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Lerp_ScratchGrime2
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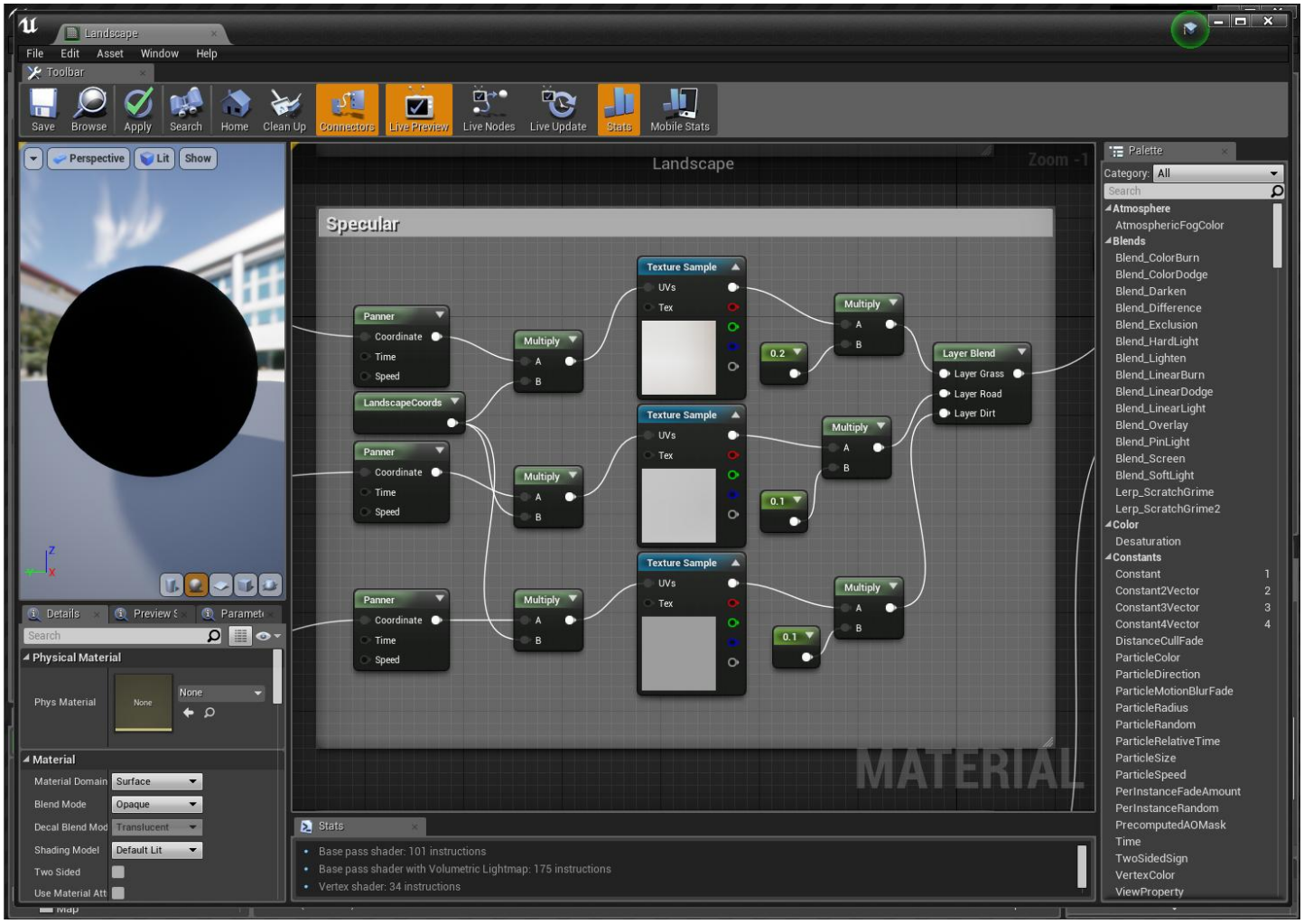
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
ViewProperty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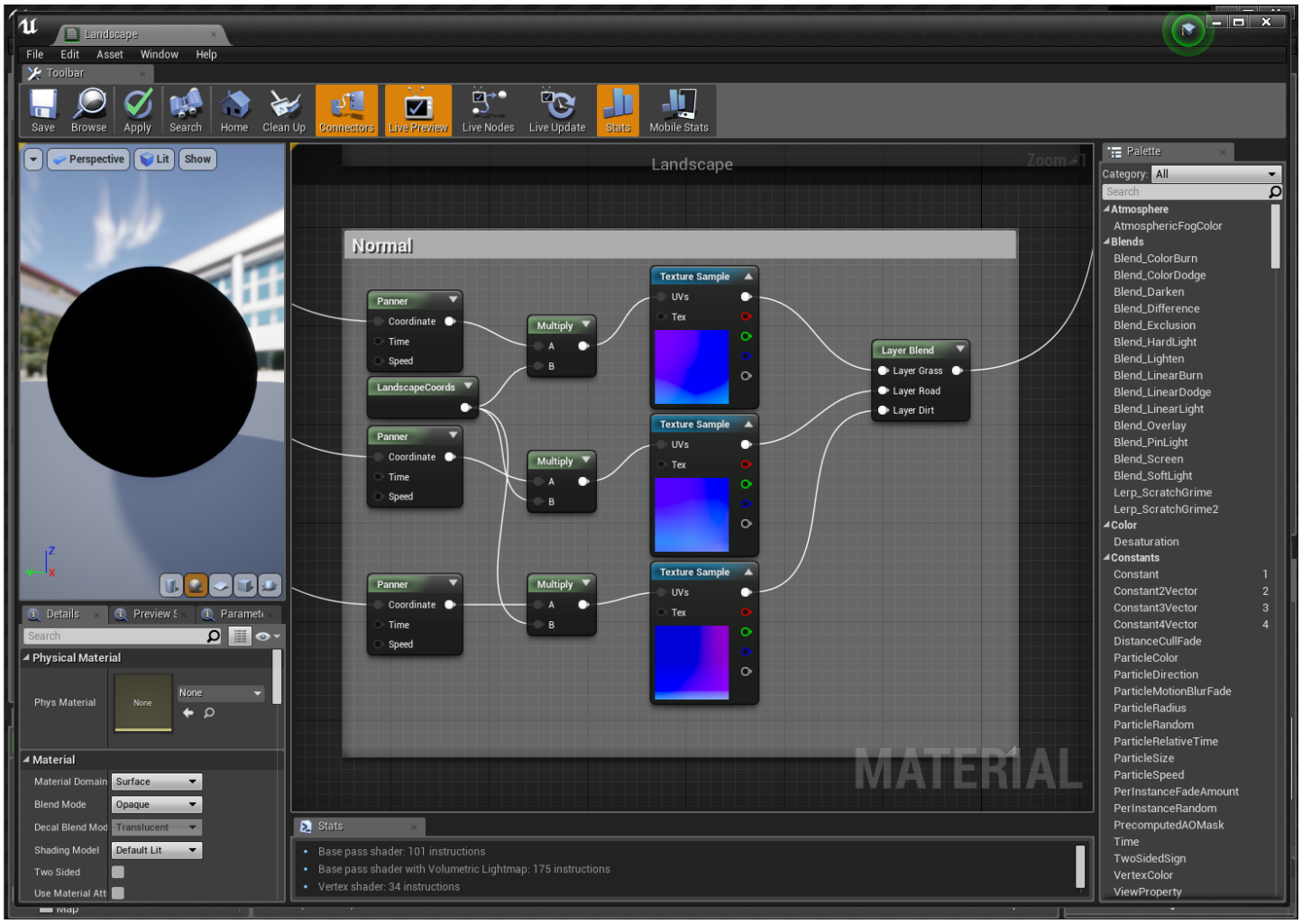
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Blend_Exclusion
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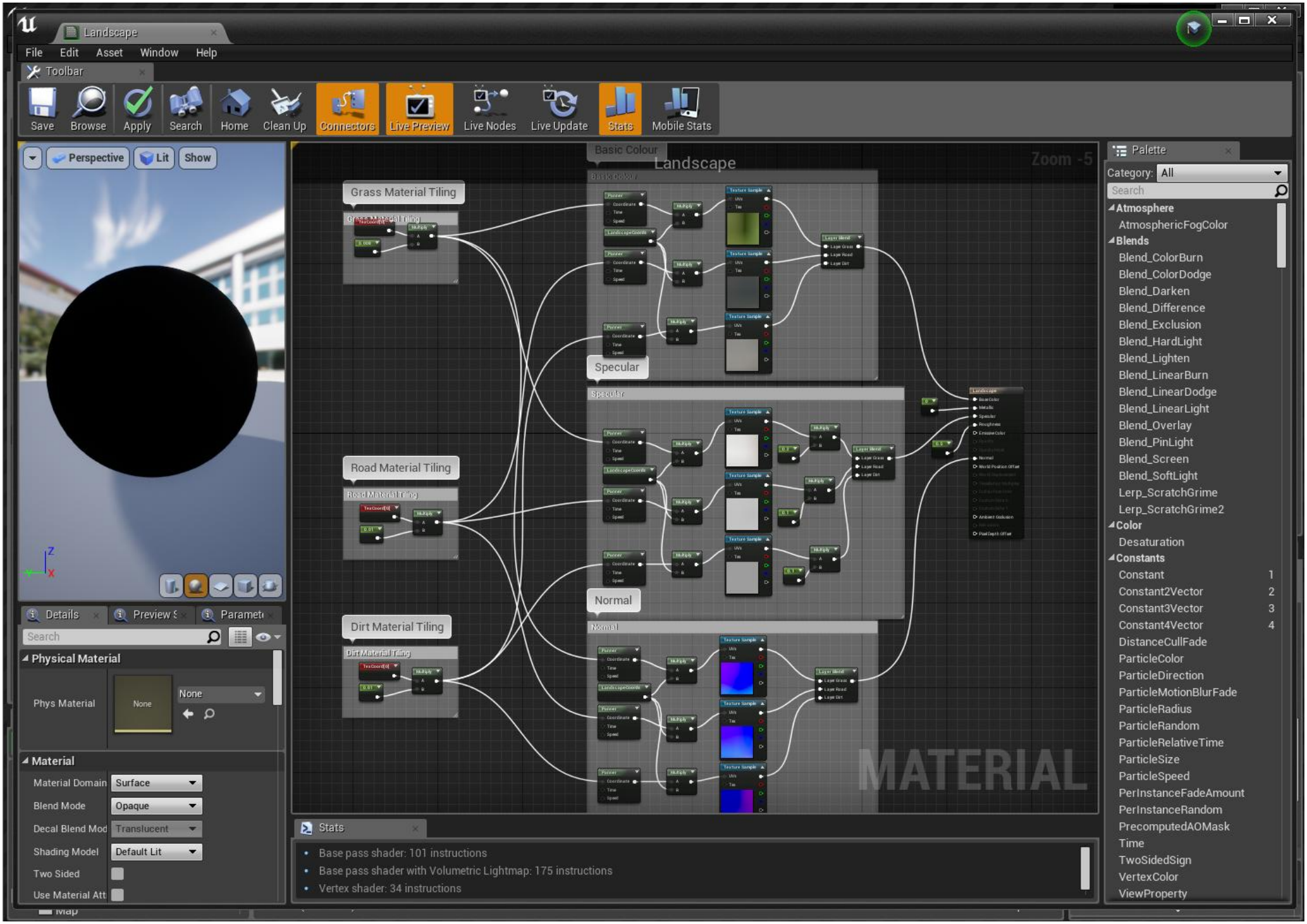
Landscape
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Road Material Tiling
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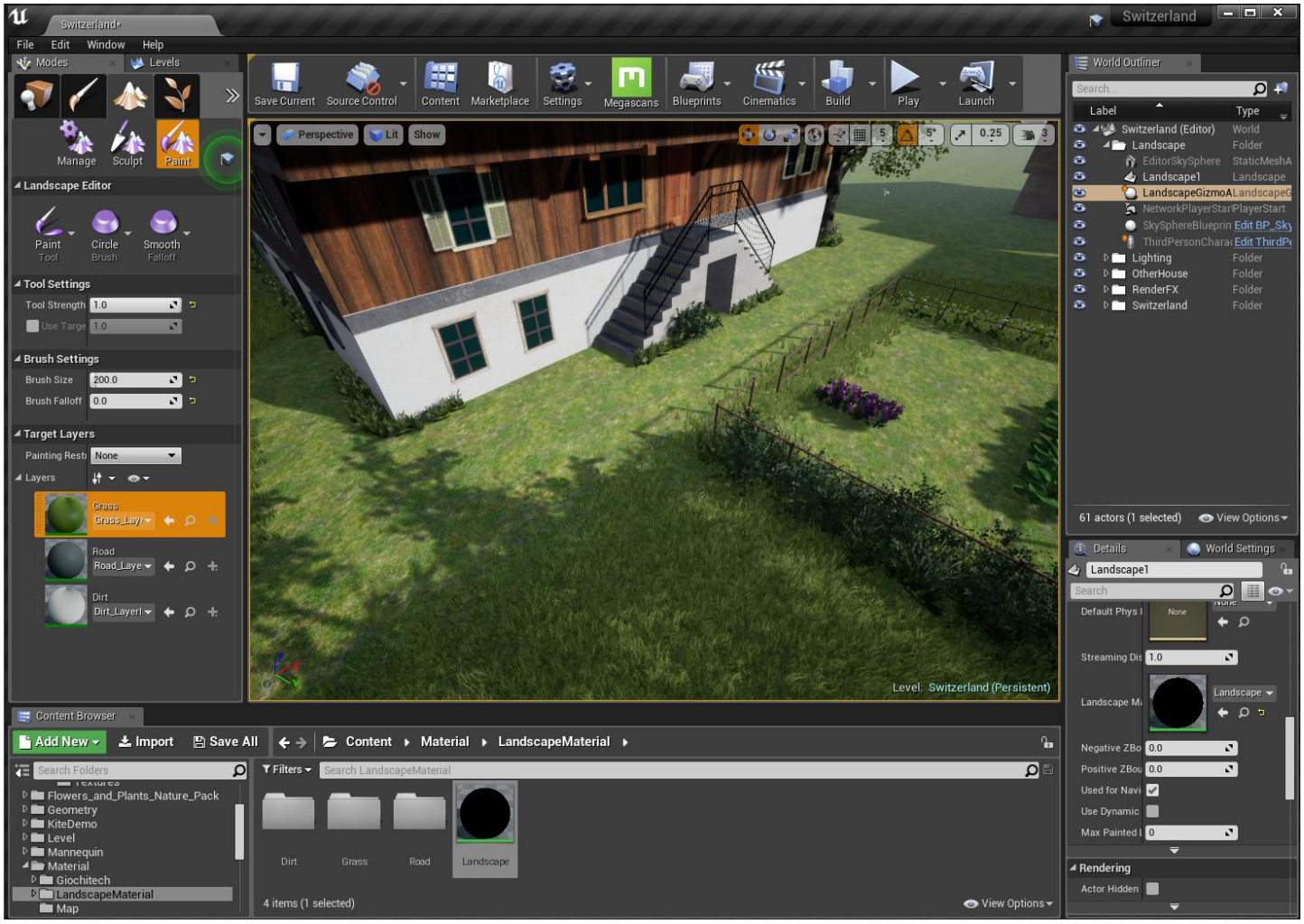
TwoSidedSign
VertexColor
ViewProperty


Switzerland
File Edit Window Help
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Brush Settings
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Painting Resu None
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Switzerland (Editor) World
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LandscapeGizmoA LandscapeG
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ThirdPersonChara Edit ThirdPe
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OtherHouse Folder
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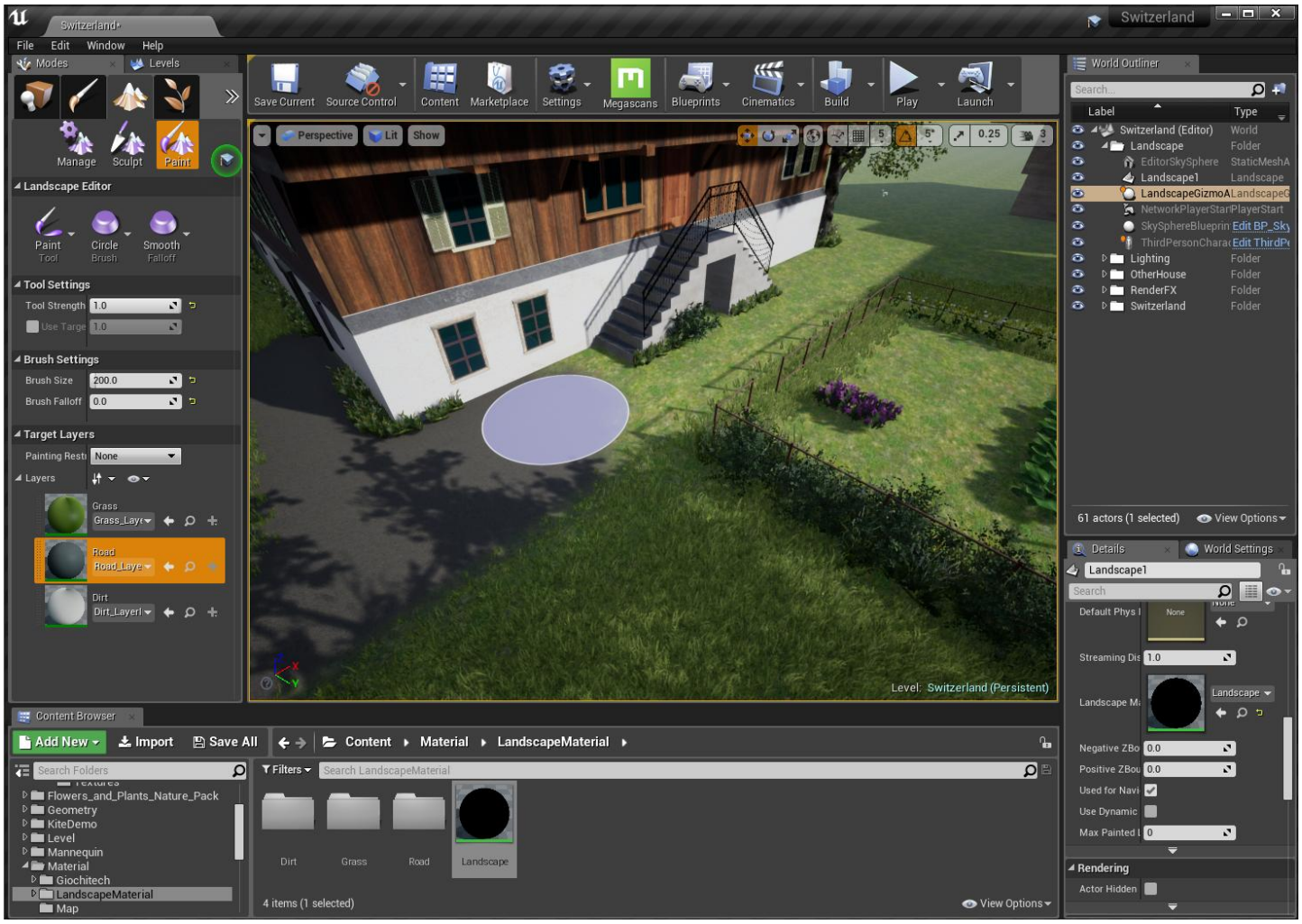
Landscape
4 items (1 selected)
View Options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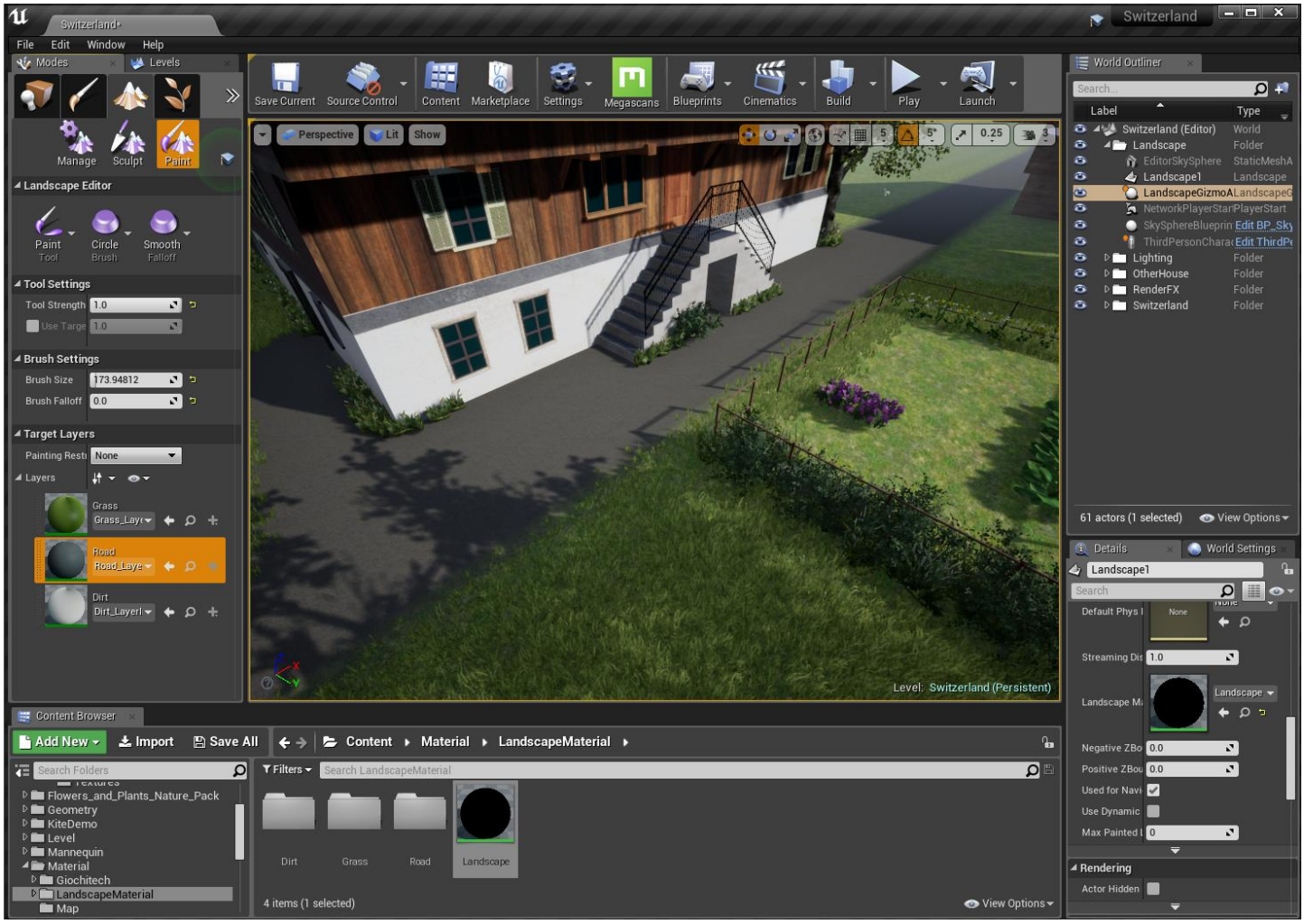
View Options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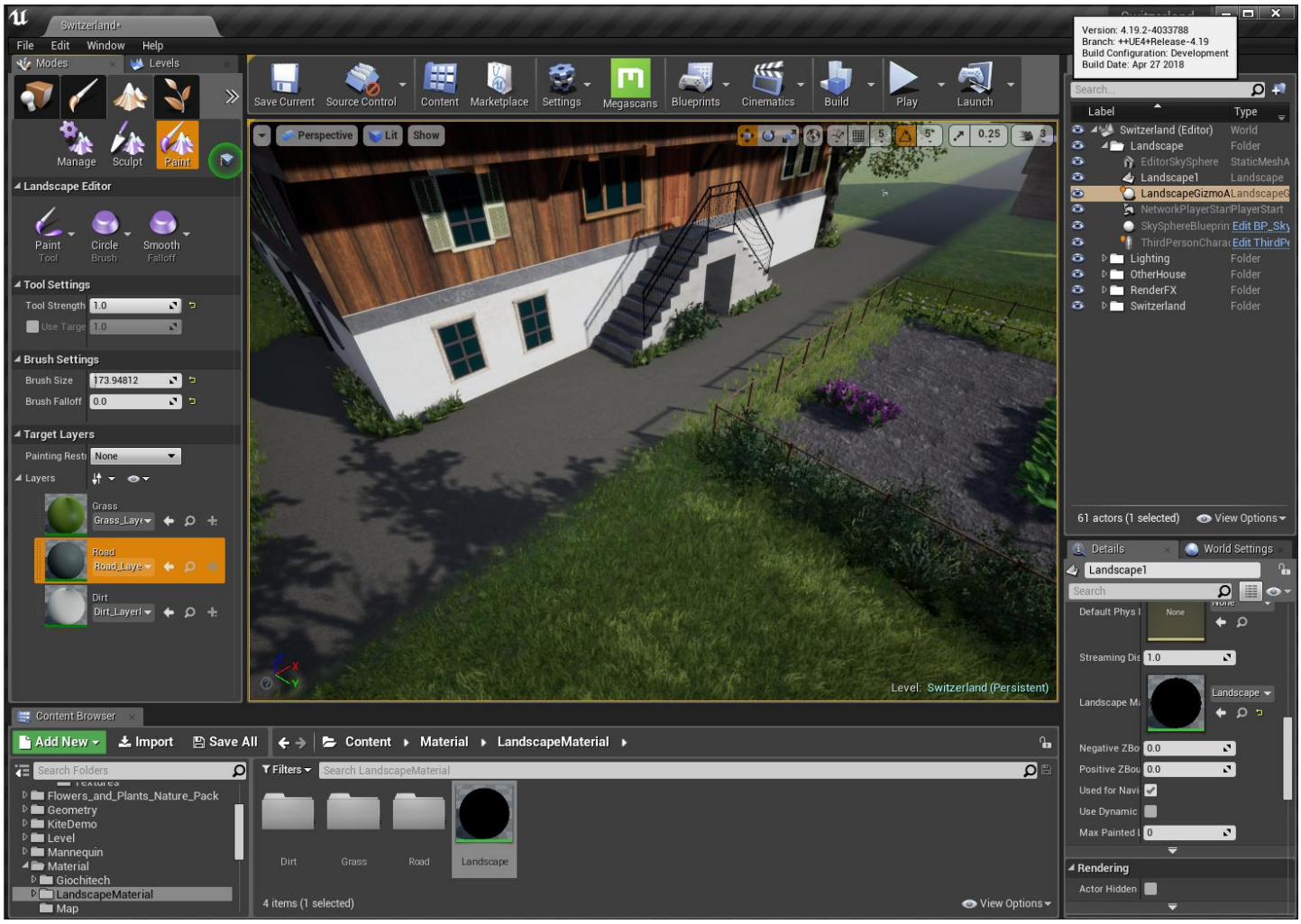
Switzerland
File Edit Window Help
Version: 4.19.2-4033788
Branch: ++UE4+Release-4.19
Build Configuration: Development
Build Date: Apr 27 2018
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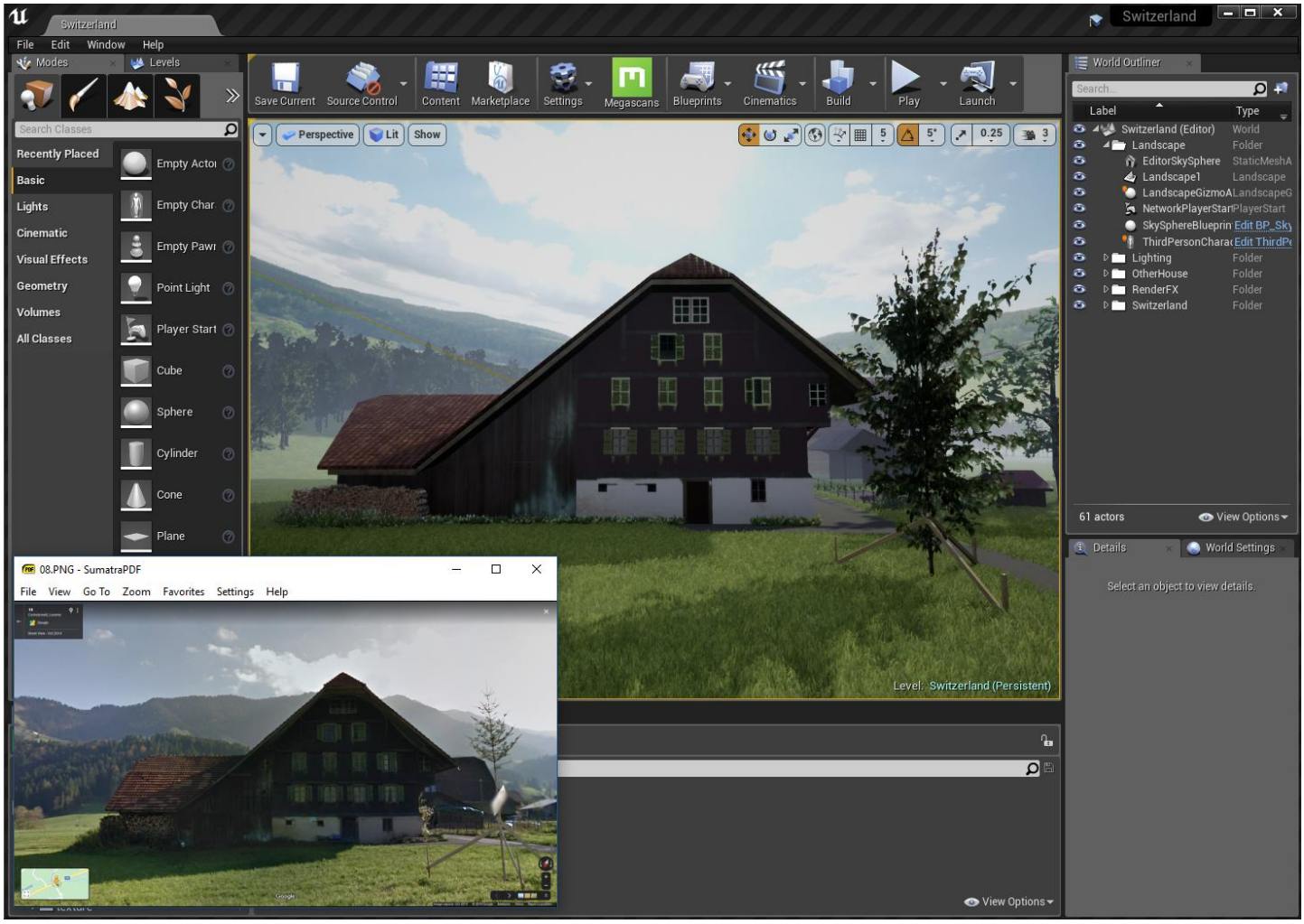
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08.PNG - SumatraPDF
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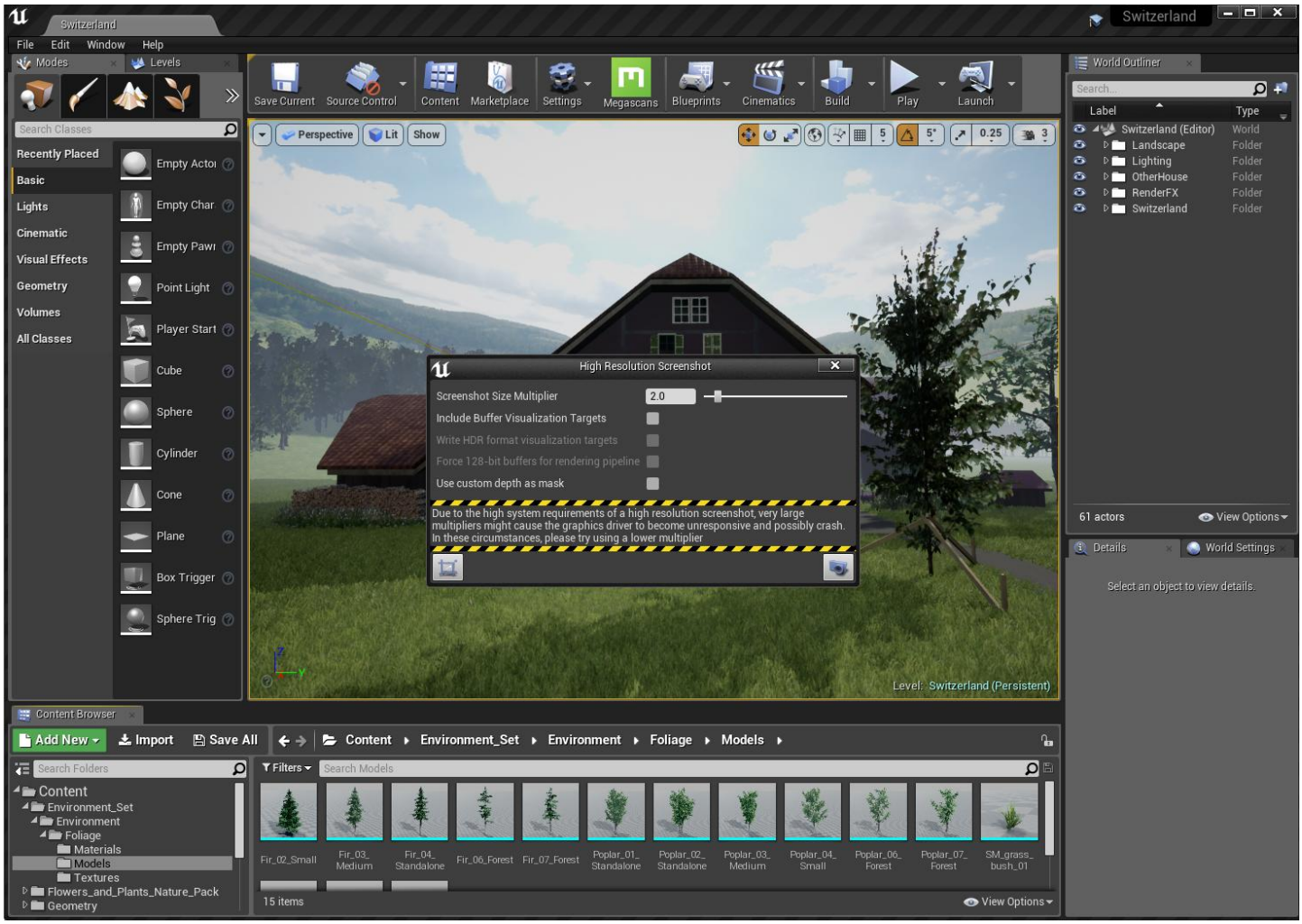
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Cylinder
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Sphere Trig
High Resolution Screenshot
Screenshot Size Multiplier
2.0
Include Buffer Visualization Targets
Write HDR format visualization targets
Force 128-bit buffers for rendering pipeline
Use custom depth as mask
Due to the high system requirements of a high resolution screenshot, very large multipliers might cause the graphics driver to become unresponsive and possibly crash. In these circumstances, please try using a lower multiplier
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Fir_07_Forest
Poplar_01_Standalone
Poplar_02_Standalone
Poplar_03_Medium
Poplar_04_Small
Poplar_06_Forest
Poplar_07_Forest
SM_grass_bush_01
15 items
View Options